

THE OFFICIAL STRATEGY

COMPUTER



B E T R A Y A L I N

ANTARA™



SIERRA

PRIMA'S
SECRETS
OF THE GAMES

— **MAPS** —
**OF THE ENTIRE
GAME WORLD**

Joe Grant Bell

B E T R A Y A L I N

ANTARA

The Official Strategy Guide



Joe Grant Bell

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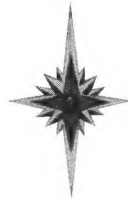
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Also, big thanks to Steven Miles at Sierra for enduring my barrage of phone calls and email. This book wouldn't be half as good without the detailed information he provided.

Introduction

B*etrayal in Antara* is a huge, fascinating game. It can also be a daunting game: The scope of the adventure is grand, and the challenges facing your party are formidable. This book serves as your trusty companion to *Betrayal in Antara*, providing you with useful and interesting information, and guiding you steadily toward success.

Before you dig in and start reading, though, you should decide how much you want to learn—and what to save for later. The strategies, tips, and hints in this book range from subtle nudges to outright explanations, and you'll probably want to save the most forthright advice for when you're truly stumped. Here's a brief summary of each section of the book; it'll help you decide what to read first.

Part One of this book is a fictional account of the challenges your party will face, told from the perspective of a historian. Read this part to get a general sense of how the game flows, and to gather hints about the tasks you'll face as you proceed through the adventure. Part One isn't a step-by-step walk-through of the game, but it *does* give you a good sense of what you'll need to accomplish in each chapter, and in many cases tells you how to go about getting it done.

Part Two is a history of Ramar, the world of *Betrayal in Antara*. As well as providing a backdrop for your adventures, this section contains information on important aspects of present-day Ramar, such as the land's unique nonhuman races, and a number of imperial political entities.

Part Three delves into practical tips about gameplay, covering such issues as equipping your party, gathering useful items, and preparing for situations you'll encounter time and again throughout the game.

Introduction

Part Four takes a close look at combat, examining the mechanics of fighting, the opponents your party will face, and the weapons you'll use to wage war.

Part Five is a magic primer, exploring the complicated magic system of *Betrayal in Antara*, and offering advice on how to make the most of your spell-casting characters' abilities.

Part Six is a no-holds-barred walk-through of the game. It leads you all the way from start to finish, leaving no stone unturned. Optional quests are explained in detail, so you can take part in as many or as few of them as you'd like.

Finally, Part Seven of this book is an atlas of Ramar, offering detailed maps of the entire game world.

How should you read this book? It's entirely up to you, but here's our advice. First of all, dig in and read Parts Two, Three, Four, and Five. The historical information in Part Two, the general advice in Part Three, and the specialized information in Parts Four and Five will help you immensely in your quests.

Then go play the game. Give it a chance; don't look for help the very instant you get stuck. When you *do* get thoroughly stuck, or start wondering whether you're on the right track, open up the book again and start reading Part One. Keep reading Part One's fictional narrative until you get to the place where you're stuck. Usually you'll be able to get unstuck by reading the hints scattered throughout the text. When you manage to get back on track, put the book down and play some more. Proceed in this way until you've finished the game. At that point, feel free to finish reading Part One.

If you get so thoroughly stuck that you simply can't proceed without explicit advice, turn to Part Six. Again, don't read more than you have to; just read enough to get past your current dilemma. Then, when you've beaten the game, you can return to Part Six and read it in full. This is particularly fun if you want to discover which optional quests you missed. You might even want to go back and play the game again, this time using the book as a guide to every quest along the way. That way you'll get to enjoy any parts of the game that you missed the first time around.

In the end, however, it's completely up to you how to read this book. Regardless of what you choose, we wish you the best of luck in your travels through Ramar. And believe us, you'll need it!

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PART ONE

A Betrayal
in Antara

PART ONE

Noble Scholar,

You hold in your hands a chronicle of great deeds. This document records the glorious adventures of Aren Cordelain, William Escobar, Kaelyn Usher, and the Grrrl known as Raal. Their story is often recounted by the fireside, but tales of their exploits are both common and contradictory. This confusion is undoubtedly why you have turned to the Imperial Library: to learn the truth of the matter.

Unfortunately, dearest reader, you will not find every answer herein. This essay was prepared by Jonathan Fibul, underscribe at the Great Library of Ticoro, as part of his initiation to journeyman status. Aside from the Great Library's widespread reputation for inferior scholarship, this document has an additional flaw: Jonathan Fibul himself. His research was less than diligent, as is shown by the extreme vagueness plaguing a good portion of the chronicle. Worse yet, Underscribe Fibul was given to flights of fancy, and his delusions have clearly permeated the text. For the benefit of you, the reader, I have noted the most flagrant errors, and provided additional commentary where the text is most remiss.

Under normal circumstances, the Imperial Library of Antara would burn this error-ridden manuscript without hesitation. A chronic shortage of information about these popular adventures, however, has forced us to retain the manuscript until a better one is provided. Senior Journeyman Basil Thornbrush at our own Imperial Library is presently working on just such a chronicle, which will replace this document when it is finally complete.

Until Senior Journeyman Thornbrush completes his work, however, this is the best manuscript we can offer. Read on, noble scholar, and learn what you can.

—Vaevicus, Master Librarian
The Imperial Library of Antara

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The Journey to Panizo

O, the gusting of the wind! O, the crashing of the waves! O, the cracking of the sails!



I feel the need to apologize for the melodramatic quality of the introduction. It gets better as you proceed, though only marginally. . . .

—Vaevicius

A storm had beset the ship of William Escobar, fourth son of Nathan Escobar, lord governor of the Pianda province. But this was no natural storm. Amidst the wind and crashing waves a host of pirate ships and an unearthly flying monster had fallen upon the vessel. The pirate ships edged closer by the minute, while the flying creature ignited the sky with a rain of fire, and terrorized the crew with its diving, swooping attacks.

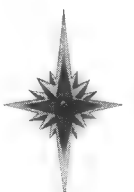
Into a lifeboat piled William Escobar and a minstrel named Gregor. They rowed away from the ship at a frantic pace, heading for the nearby coast; flames from the trading ship provided a surreal, flickering backdrop to their passage. A dark form glided overhead, but it waited until the moment was right to attack the pair.



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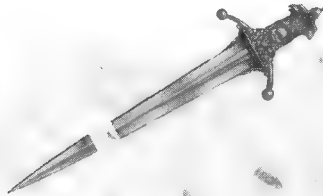
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AREN JOINS THE FRAY

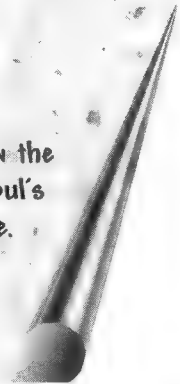
The lifeboat ran aground after several minutes of breathless paddling, scraping the gravelly shore of the eastern Piandan coast. William and Gregor leaped out and began to sprint for the shelter of a nearby thicket, but their progress was halted by a great birdlike creature that dropped from the sky. Both men drew their swords and prepared to defend themselves.

Aren Cordelain, adopted son of a local innkeeper, happened to be fishing on the rocks nearby. Roused by the commotion, he ran to investigate. The battle was going poorly for William and Gregor; they were slowly giving ground to their unusual foe. At this point Aren decided to enter the fray, charging forward with only a pitiful scaling knife as a weapon. The beast was surprised by his attack, but after regaining its composure, it knocked him aside with one powerful swat of its wing. Aren lay defenseless upon the ground, the creature bearing down on him for the kill. Aren howled in terror, and a great burst of energy appeared—seemingly from nowhere—to rend the beast limb from limb. This magical burst first flayed skin, then muscle, then bone from the creature's sinuous frame, ripping it into hundreds of bloody fragments and showering the beach with quivering hunks of sodden flesh.



I must apologize for Underscribe Fibul's graphic description. There is no available information on how the beast actually looked when it died; I suspect that Fibul's overactive imagination provided details for this scene.

—Vaevious



A Betrayal in Antara

It was clear that Aren's latent magical powers had manifested themselves at just the right time! But there was no time to savor the moment, for both men soon realized that Gregor had been gravely wounded by the beast. Despite his weakened condition, Gregor mustered the strength to press an amulet into William's hand, and to utter a few words. William clearly heard the word "consort," but could otherwise make no sense of Gregor's dying speech.

In the aftermath of the fight, Aren and William introduced themselves. William recovered quickly from the shocking events that had just transpired, and wondered aloud about the significance of the "consort." Armed only with the talisman and the man's dying words as clues, William felt obligated to investigate the significance of Gregor's message.

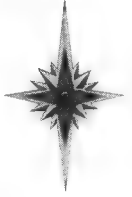
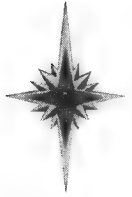
Aren would have been quite happy to leave at this point, but William convinced him that his newfound magical ability—if untrained—could be dangerous. In short order, he convinced Aren to accompany him to his father's estate to receive guidance from an experienced wizard. Furthermore, they reasoned, Aren would be safer at the estate: Whomever or whatever had planned the attack on the trading vessel might seek revenge for Aren's rough handling of the flying beast.

Once these details were resolved, the two set forth to the west, traversing the forested Piandan coastline near Briala. They decided to visit Aren's foster parents first, to tell them of their unusual plans. From all accounts, the parting was subdued but not tearful; the lads said their good-byes, bought provisions from a local store, and set off on the southern road.

KAELYN USHER

The two young men had agreed to travel along the southeastern Piandan coastline, passing through towns such as Balmestri and Sortiga as they made their way toward Panizo. This was perhaps a more roundabout way of getting to Panizo than the western road through Imazi and Ligano, but the southern road was reputedly in better condition at the time of their journey.

As the pair followed the road across a sun-dappled glade, they happened upon a series of loud noises: muffled curses, primarily, and the occasional cry of distress. They ran into the woods to investigate, and found a small group of



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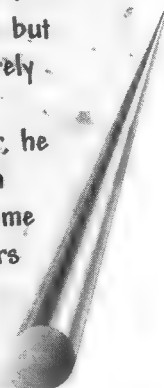
PART ONE

hard-bitten rustics holding a young woman captive. This comely young lass was in a state of partial undress, with . . .



I'm afraid I had to cut a portion of the text. Normally I oppose such rough treatment of historical documents, but Underscribe Eibul's description of the scene was entirely inappropriate. To summarize: After spending two full pages describing the undressed state of Kaelyn Usher, he devoted several more pages to uncouth speculation on what the rustics had planned to do with her. While some may lament the omission of these pages, astute readers can easily reach their own conclusions.

— Vaevicius



After freeing Kaelyn from her attackers, the two men were surprised at her seeming lack of gratitude. She asserted that she was capable of taking care of herself, and that she would have escaped regardless of Aren and William's heroics. Despite her cool reaction, however, Kaelyn announced her plans to accompany the lads on their journey and repay the debt she owed them. William and Aren protested, but Kaelyn was resolute. The two young men eventually agreed, and were later glad to have accepted her offer. Her skill with sword and bow came in handy on many occasions, as did her keen sense of perception and useful forest skills.

The trio made steady progress south and west, through the villages Aspreza and Balmestri. The journey would take several days. Along the way they saw evidence of pirates' depredations. The seas had lost their appeal due to a recent shipping strike, so the pirates had turned their attention to the roads and rustic areas of Pianda.

A Betrayal in Antara

As the party proceeded southward, they saw several packs of ruffians, and were even forced to fight a motley band that ambushed them from the roadside. William and Kaelyn accounted well for themselves in the battle, hacking and slashing with short swords at their clumsy and unskilled foes. Aren proved less effective with his wooden staff, and received a nasty cut in the fray. He lamented his lack of fighting prowess, and vowed to compensate by mastering his innate power of magic.

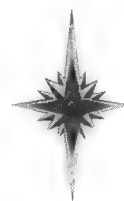
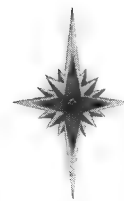
This attack was far from uncommon. The empire had been hit hard by the latest bout of feeblepox, and villains of all stripes freely walked the lands. The party would fight countless bands of thieves and mercenaries as they continued on their journey. It was a risk taken by anyone who traveled the roads in these troubled times.

And so went the journey: traveling by day, camping at night, and keeping a sharp lookout for adversaries, both human and animal. Sometimes they bought supplies from villages along the way, and sometimes they stayed at rustic inns to heal their combat-bruised bones. In due time, they rounded the southern tip of Pianda and proceeded west toward Sortiga, glad to be entering the latter half of their journey.

MONTARI RAIDERS

Slightly east of Sortiga, the road began to pass through the central Piandan hills. These hills were the traditional home of the Montari—a race of rodent-like cave dwellers who seldom meddled in human affairs. To the party's surprise, however, the roads were swarming with Montari raiding parties. All three knew that this combative behavior was not at all typical of the Montari. Later the truth of the matter would emerge: The local Lord Garson had recently altered a river's course, the better to combat a drought that had accompanied the debilitating feeblepox. In his ignorance, he thereby cut the water supply to local Montari caves, throwing their class-conscious society into chaos. Low-class Montari, deprived of food and water, had emerged from the caves to raid human villages. Several of these Montari raiding parties blocked the roads near Sortiga, Panizo, and Ligano, presenting a formidable obstacle between the party and their destination.

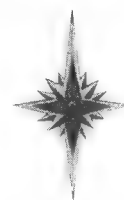
Accounts of the trio's adventures tend to split in half at this point. Some accounts claim that they drew their weapons and waged war upon the local Montari, killing several dozen and winning their way through the pass. Other



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tales claim that they negotiated and somehow appeased the Montari, the better to keep their skins intact. Either version of the story is possible, though swordplay was probably the best answer to their dilemma.

THE ESCOBAR HOUSEHOLD

Eventually the band arrived in Pianda, only to meet with an offhanded greeting from Lord Nathan. Relations between Nathan and William were notoriously poor, and due to William's status as fourth son, William was not considered a necessary member of the household. Nathan invited the trio to dinner, mainly for convenience's sake: There, he could eat and hear William's report at the same time.

Nathan had expected to hear news of Lord Sheffield and his daughter, to whom William was betrothed for political reasons. Instead, he was surprised to hear of the attack on William's ship, Gregor's unusual message, and the surprising Montari raids. He speculated that the "consort" in question was Farrill, a young man from Chail recently chosen as imperial consort to the princess. The consort was scheduled to travel to Antara in a matter of weeks, and a major stop along the way would be Ticoro: Gregor's destination. Presumably the consort posed a threat to the empire, and Gregor intended to stop him. Or perhaps the consort himself was in danger from some unknown agency. Either possibility could affect the empire profoundly.

At first, Lord Nathan simply smiled and savored this information. Thanks to a bitter land dispute from the distant past, relations between Pianda and Ticoro were practically nonexistent. Were the Consort killed or otherwise harmed in Ticoro, it would mean a great loss of honor for House Caverton, Ticoro's ruling family. Likewise, were the consort to perform some terrible misdeed in Ticoro, it would be delightful—at least, as far as Nathan was concerned. All he had to do was sit back and watch!

But then, as Lord Nathan chewed speculatively on a tender leg of lamb, a new idea struck him. What if he were to send his own agents to prevent the incident, whatever it might be? Lord Caverton would then be in his debt, an exquisite and potentially advantageous situation.

William desperately wanted to serve as his father's agent in this matter, but Nathan instead chose to send Garek, his chancellor. Instead of playing his desired role, William was entrusted with the lesser task of locating Finch, the court mage, so that Aren might receive a modicum of magical training. Lord

A Betrayal in Antara

Nathan was adamant when it came to untrained mages: They were a danger, both to themselves and to those around them. Aren must learn to control his powers, and Finch was undoubtedly the best man for the job.

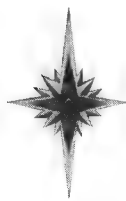
Thus saddled with the mundane task of locating Finch, William sullenly bid his father good night. The trio retired for the evening.

The Road to Ticoro

The next day, the party set off on their short journey to find Finch. Before they departed, however, William came to a bold decision: After this task was finished, he would proceed to Ticoro on his own initiative, despite his father's wishes. Why did he make such a decision? Some think William felt obligated to Gregor. After all, William had been present at Gregor's death, and was entrusted with the man's final words. But common sense suggests that William had other motives, as well. Many believe he wanted to prove his worth to his father, and solving the mystery of the consort seemed like a good way to do it.

Locating Finch was not a difficult matter. The magician was holed up in the cliffs north of Midova, engaged in intense research of some kind of insect. He was known for strange preoccupations of this sort. Getting him to help Aren, however, was tricky indeed. Finch was an eccentric man by any standards, and he refused to assist Aren until he'd had a cup of Chailan tea. Normally this would not be a difficult task, but as it turned out, finding the tea became much more complicated than any of the three might have imagined.

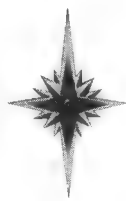
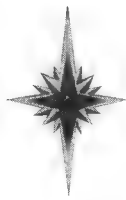
No local merchants had Chailan tea on hand. However, a general store in Midova ordered the tea for the party. Unfortunately, the tea would not arrive for a full week, so the trio decided to spend their time elsewhere. Some accounts say that they killed all the Montari between Sortiga and Ligano during this time, thus ending the blockade that had reduced Ligano to a shadow of its former self. Other accounts say that they left the Montari blockade intact, instead choosing to profit from the scarcity of goods by selling ale to Ligano's tavern at a ridiculous premium. Still other tales tell of a chance meeting with a group of Sisters of Senaedin near Ligano, and how the party gave enough food to the sisters to get them to Aspreza. And finally, one version of the story has the trio sleeping away the entire week, reveling in utter sloth. None of these accounts has been verified.



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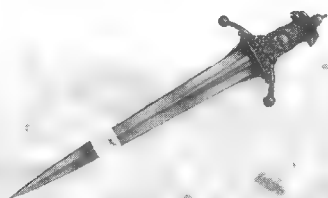
PART ONE

Regardless of what actually happened during that week, it is certain that when the party finally returned to collect their tea, it was not available. The merchant who'd ordered the tea was in financial trouble, and his goods had all been confiscated by Antoni, a Burlene moneylender. The merchant claimed he had paid off his loan, but the moneylender said he'd never received the shipment. It is clear who was in the right, as moneylenders are notorious for their. . . .

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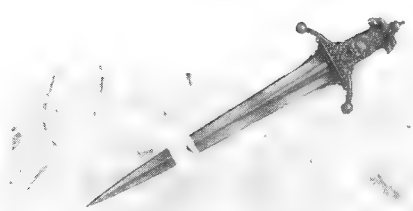
For the convenience of the reader, I have cut out a half-page of ranting. Apparently Underscribe Fibul had a bad experience with a moneylender at some point in his life, because at this juncture he spent several paragraphs venting his rage, both at Antoni and at moneylenders in general.

— Vaevicius

There was no reasoning with Antoni. He flatly refused to return the tea, even for vastly inflated sums. Finally he made a deal with the party: If they could collect on Enkudi, another debtor, he would forgive the debt of the local store owner.

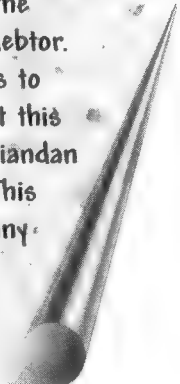
Reluctantly agreeing, the trio set out to the southeast. They trekked past . . .

A Betrayal in Antara



Here again, I've edited sections of the manuscript. The underscribe goes on at great length here, describing the exact path taken by the party in their search for the debtor. The description is useless for all its detail, as it refers to landmarks long since gone. All I could gather was that this debtor, Enkudi, was found somewhere in the central Piandan hills, standing more or less in the middle of a road. This was fortunate for the party, as it would have taken many weeks to thoroughly scour these hills.

— Vaevicius



They found Enkudi guarded by a number of Montari. After making short work of his pale bodyguards, William stepped forward and demanded Antoni's money. Somewhat to his surprise, Enkudi wasn't reluctant to comply: He handed over a sack of gems.

THE MONTARI DROUGHT

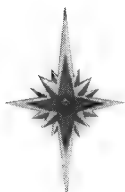
At this point Enkudi explained why he'd borrowed these gems: He needed them to make some sort of magical divining rod. With this divining rod, he hoped to solve the Montari's water problems, locating a new aquifer to serve the local Montari colony. At this point the party either volunteered to find water for the Montari in his stead, or Enkudi rudely handed the stick to Aren and demanded that the party take over his task: The records aren't clear. Regardless of what actually happened, Aren found himself in possession of the divining rod and a charge to help the Montari.

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The party decided to go ahead with this mission of mercy and find water for the hapless Montari. The Montari Caves riddled the Piandan hills, and their entrance was located somewhere in the southern hills between Sortiga and Balmestri. Finding the caves was not a chore, but finding Chee, the Montari leader, was a difficult trial. The caves were extensive and winding, and the Montari allowed all manner of wild beasts to roam their halls. The party had to stop on many occasions to fight Masliths and other creatures that the Montari regarded in the same way humans regard cattle.

Finding water in those caverns was a thankless task, and when they finally discovered a small aquifer in the caves' lowest depths, they were glad to be done with it and get back in the open air.

BACK TO FINCH, AND OFF TO TICORO

Gems in hand, the party traveled northwest to Midova and settled the shopkeeper's score, thus recovering the confiscated tea. With the tea finally in Finch's hands, Aren prepared to learn the arts of the magician from Finch. But Finch proved to be a diffident teacher, more interested in studying his bugs than training an apprentice. Aren received a modicum of useful training—no more, no less. It was far less than he had hoped for, but Finch was stubborn and intractable. When this abbreviated training session ended, it was clear that no more help would be forthcoming. The trio were free to start their journey west to Ticoro.

The path to Ticoro was winding but not arduous. A proliferation of wild beasts roaming the countryside made travel dangerous, but the main nuisance seemed to be the main bridge to the Tigor province. Apparently the empire feared a Mehrat invasion, and despite the bridge's great distance from Mehrat lands, the emperor had decided to close it down.

After a long and fruitless argument with the soldiers guarding the bridge, the trio turned southward. They managed to find a path through the southern cliffs that led to the Tigor province, though the path was winding and took them far from established roads.

There is little consensus on what the party did after crossing through the mountains and into Tigor. Some say they headed straight for Ticoro itself, spurred onward by William's desire to impress his father. Other stories tell of prolonged adventures in the countryside, from Waterfork and Cardone to Melay and even Varnasse. Some accounts have the trio solving mysteries in

A Betrayal in Antara

Melay, resolving ancient feuds in Waterfork, and assisting a joyman as he composed a song in Levosche. All these things may or may not have happened, or they may have happened later in the party's adventures.

One particularly interesting tale, and one that I believe is entirely true, is the tale of their exploits in Cardone. Apparently a great red dragon had been terrorizing the countryside, and William. . . .



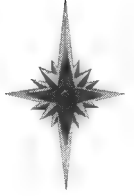
At this point Underscribe Fibul told a fanciful tale about a dragon in Cardone, and the party's efforts to slay it. Dragons, as we all know, are purely mythical creatures. I have no idea what Fibul hoped to gain by writing such an obvious falsehood, and can only speculate that he was drunk on the famous dark ale of Ticoro as he wrote these pages.

—Vaevicius

The dragon slain and the town restored to order, the party turned their attention northward, and marched the last few ells to Ticoro. Little did they know what adventures lay in store for them when they arrived!

Intrigue in Ticoro

Ticoro was the first sizable city that Aren had even been in, and as such, he found it both remarkable and frightening. William, therefore, was effectively in charge for the majority of their stay in the city, leading Aren along and keeping him from gawking overly long at any particular thing.



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Immediately upon entering the city, the party met Raal, Kaelyn's long-time friend. Though consumed with their present business, they promised to meet him again before leaving the city.

The city's inns were crowded, for it was festival time in Ticoro. Only one inn could provide the trio with lodging—and only then because Scott Gratisi, a joyman friend of Aren's, happened to be staying there.

After stowing their gear at the inn, the party decided to conduct a series of interviews with prominent local figures. How better to unravel the mystery of Gregor and the consort? But first they made a cursory round of the city, seeing the sights and planning their strategy. Along the way they met Lord Sheffield, the father of William's betrothed. Lord Sheffield was pleased to see William, though William could hardly return the enthusiasm. His displeasure over the arranged marriage with Sheffield's daughter was well-known by all.

INTERVIEWS IN TICORO

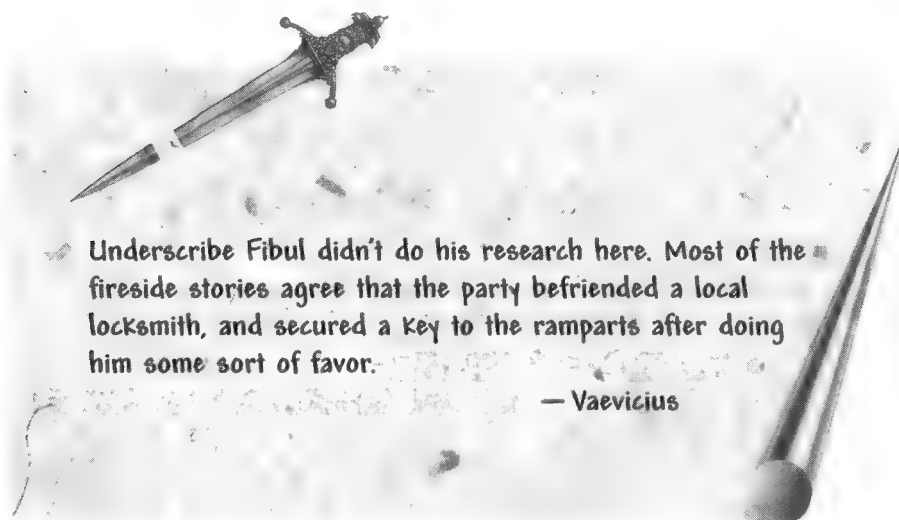
On the next day, William led the party to their first fact-gathering interview. They approached Lord Caverton himself and questioned him about Gregor, Gregor's medallion, and the consort. Caverton regarded the party with suspicion, declaring the amulet to be a symbol of the Shepherds—a violent cult of Grrrlf-haters who had been causing problems around the city. Caverton accused William and his father of consorting with the Shepherds, or even instigating their misdeeds. When William persisted, telling of the potential danger to the consort, Caverton sneered and refused to pass along their message.

Next on the agenda was the Tabernacle of Henne. William approached Fellich Marr (Hand of Henne and head of the Children of the Triune) to state his case. Fellich Marr was more cordial than Caverton, but equally unhelpful. It had become clear that the party would have to contact the consort themselves, if they hoped to warn him of potential danger. Unfortunately, this seemed to be a hopeless task, as the location of the consort was a closely guarded secret.

After several days of frustrated attempts, the party finally spoke to the city guards. The guardsmen they spoke with clearly knew the location of the consort, but like Lord Caverton, they refused to divulge their secret. Despite their lack of compliance, Kaelyn noticed a hole in the roof of their guardhouse. Were the party to sneak onto the city battlements, they could eavesdrop through this hole and learn the consort's location!

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Using a series of ploys that aren't explained in any of the fireside tales, the trio managed to climb up onto the city walls and overhear the guardsmen in their house. After several hours of patient listening, they learned that the consort was staying in a local inn.

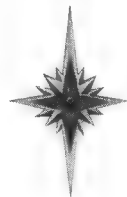
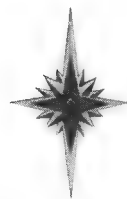


Brash as always, William suggested going directly to the inn and demanding to see the consort. They did exactly this, but met only with stonewalling from the guards posted there. William persisted, but the guards merely made threatening moves. The party had no choice but to back down. What next? Their direction seemed unclear.

Disheartened and searching for answers, the trio retired to their inn for rest and new insight. They took to their beds, hoping that the dawn of a new day would shed light on their dilemma. Their dreams were interrupted, however, when a squad of Lord Caverton's soldiers suddenly smashed down the doors to their rooms. This was a rude awakening indeed.

AN UNPLEASANT TURN OF EVENTS

All the way to Caverton's dank dungeon, William and Aren demanded to know the charges being leveled against them. After spending the better part of the



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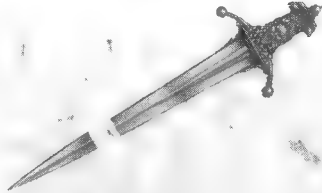
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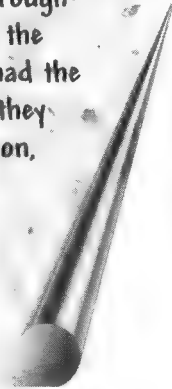
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evening in darkness, they eventually learned the truth from Caverton himself: They were under arrest for abducting the consort. Despite pleas for information and protestations of innocence, the three found themselves left in abject darkness to ponder this miserable turn of events.



I've trimmed several paragraphs that described the rough-hewn prison cell in meticulous detail, and pondered the anguish of imprisonment. While Fibul undoubtedly had the best of intentions when he wrote these paragraphs, they were based entirely upon speculation and extrapolation, and hence are of no use to the serious scholar.

— Vaevicius



Eventually the party was loaded into a heavily guarded prison wagon and driven out of town. They were to be tried for their crimes in the capital city of Antara.

The prison convoy was cut mercifully short when Raal, Kaelyn's old companion, stealthily ambushed the guards. Incapacitating them with a potent drug, Raal set the trio free.

Exuberance soon gave way to serious thoughts. Caverton's guards would undoubtedly search for them. Furthermore, Raal bore important news from the Ridgewood, Kaelyn's old home: There were rumblings of trouble in the area, and word of a possible threat to her father.

Kaelyn was torn between her desire to continue her quest and her desire to see her father. Family came first: She decided to go to the Ridgewood with Raal, while Aren and William continued to search for clues about the consort's

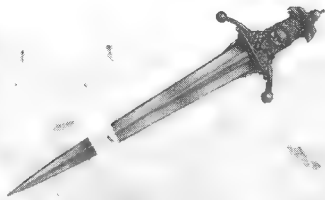
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disappearance. They said a brief farewell and promised to meet again soon at a familiar inn in the northern town of Grandeur.

The Search for the Shepherds

With Kaelyn and Raal gone, it was up to William and Aren to learn more about the mysterious Shepherds. All roads seemed to point to this group: the medalion Gregor had worn, the accusations of Lord Caverton, and the suspicions of the people of Ticoro.

Despite their conviction that the Shepherds were at the root of the consort's disappearance, William and Aren were at a loss. What should they do next? Ticoro was out of the question, as was Antara. Too many imperial guards walked the streets in those cities. On a whim they set off through the countryside south of Ticoro and eventually found themselves in Melay. It was there that they became sidetracked from their quest. At a house in Melay, a local sculptress told them of a mystery that had plagued the town for years. It involved the disappearance of a malachite cat created by the sculptress's father. The cat. . . .



Again, I fear I must step in and make changes. In the original manuscript, Underscribe Fibul spent an inordinate number of pages carefully explaining this mystery. Even after it became all too clear what had happened to the cat (which was dropped in the village long ago), Fibul continued to explain. Suffice it to say that the mystery was solved, and that was that.

—Vaevicius

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But I digress!

Pleased at solving the mystery, but disgruntled at the lack of leads in their primary quest, William and Aren traveled east through the countryside, their eventual goal being Waterfork. Along the way they were plagued by a host of pestiferous creatures: vile Masliths, gibbering trerang, and the hideously oversized crabs that commonly scuttle through the forests of Tigor. Eventually they reached their goal: Waterfork.

Unfortunately, Waterfork offered little in the way of clues. It was a rustic community with little of interest for the two adventurers, and nobody there seemed to know anything about the current state of events.

A CLUE APPEARS

Discouraged, they trudged back toward Tigor. To enter the city again would be madness, yet they were getting nowhere with their search for the Shepherds. Weary and undecided, they stopped to speak with a peddler on the road west of Tigor. Over the course of inspecting the peddler's wares, William happened to ask the man about the Shepherds. To his amazement, the peddler was willing to sell information about the group! William gave the man a handful of burlas and learned that Isten was home to the mother of a newly inducted Shepherd. Were they to speak to this woman, who called herself Maria Liana, they might find out more about the group—and perhaps even learn where their headquarters were! William and Aren set forth on the northern road to the Antara province, renewed energy invigorating their steps.

The road to Isten was not overly long, but it was arduous nonetheless. Things started out on the wrong foot at the bridge near Varnasse, when a group of masons charged exorbitant tolls to cross into the northern territories. And they steadily worsened as the journey continued: Mercenaries and bandits seemed to lurk behind every tree and rock in the Antara province.

After crossing the bridge north of Varnasse, the pair was careful *not* to follow the road west to Antara itself. To enter or even approach the city would be madness, as imperial guards were certainly still on the lookout. Therefore

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they traveled due north to Korus Landing, and from there navigated the great mountain pass that led to the northern part of the province.

William and Aren encountered many bands of rogues, mercenaries, and cutthroats as they journeyed northwest through the mountainous terrain. On more than one occasion they wished Kaelyn still accompanied them; her archery skills were invaluable when dealing with these sorts of opponents.

They managed to reach Isten despite all these perils, though somewhat the worse for wear and lighter of purse when they arrived. Their troubles had not ended, however. Maria Liana, the woman they'd come to speak with, was extremely hard to find. Eventually the pair learned that she was starring in a play at the great Isten Amphitheater, and that they'd need tickets to the performance should they wish to speak with her. Sighing and hefting his light money pouch, William approached the box office and prepared to buy tickets—but discovered that none were for sale. A certain Lord Lighton had bought the lion's share of the tickets, and refused to relinquish them.

This dilemma was soon solved when William approached the lord in question and spoke with him at length. Though it isn't known what he did to obtain the tickets, many tales suggest that he won them in a game of chance.

Inside the amphitheater, Maria Liana was talkative but less than helpful. Eventually William managed to discern the location of her son, Simon: The fellow resided in Durst. Apparently he had seen enough of the Shepherds and quit the group, instead opting to become a priest of Henne. It was at the Temple of Henne in Durst that the pair would find him. Or so they thought.

DURST

Durst lay on the dour southern edge of Chuno, close by the central Waste that dominated that province. The journey to Durst was, as might be expected, interrupted by countless bands of ruffians and mercenaries—but as before, William and Aren somehow managed to reach their destination.

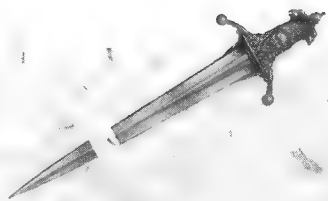
The Temple of Henne in Durst was typical of such structures: merrily painted in bright colors, with laughter and singing echoing through the halls. Ah, the dreadful singing! Will the singing never stop?

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The Great Library of Ticoro, where Underscribe Fibul wrote this manuscript, lies very close to a small Temple of Henne. I suspect that incessant singing from the temple maddened Fibul as he tried to write this manuscript.

This distraction may have been a contributing factor to the inaccuracies of the manuscript, though the devotees of Henne can hardly be blamed for all of Fibul's shortcomings.

— Vaevicius

At the Temple of Henne, the two travelers questioned a young woman named Jhana. She cheerfully told them that Simon had been reassigned to a different temple, presumably back in the Ticor province. Only the Hand of Henne, Fellich Marr, would know exactly where Simon had been reassigned.

This news came as something of a shock to William and Aren, and did little to lift their spirits. Fellich Marr resided in Ticoro, and in fact, had spoken with William during their stay in that city. But now, with Ticoro off limits, they'd have little chance of seeing him again.

Still, without any other leads to follow, they slogged wearily back to the mountain pass and south into the Ticor province. Eventually they came to the very spot where Raal had initially freed them.

THE SEARCH FOR SIMON

At this point the stories become vague. All agree that the party spoke with Fellich Marr, and thereby learned the location of Simon's new home. The

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obvious question is how this was possible, given that Caverton's guards were prowling the city streets, and passage to the Tabernacle of Henne in Ticoro would have been extremely risky—even suicidal! Some tales suggest that the two lads snuck into the city by night, while others assert that they encountered Fellich Marr as he took a brisk morning constitutional outside the city gates. Regardless of what actually transpired, they eventually learned of Simon's location: Ravenne.

William and Aren traveled southward, cursing their luck. They had been close to Ravenne much earlier in their trip, yet had never known of its significance. Instead of stopping there, they'd passed it by, and spent many weeks traveling with little to show for it. But if Simon possessed any real information about the Shepherds, all the traveling would prove to be worthwhile.

Ravenne promised to be the end of the two young men's exhaustive search for Simon, but as they discovered when they got there, Simon was nowhere to be found. First they tried looking for him at the newly built temple, and then they scoured the village for Simon's dwelling. When they found it, a rude discovery awaited them. Instead of a youthful priest of Henne, the door was answered by a soldier in imperial garb! William was first astonished, then angered at this ambush. They had traveled so far, only to be tricked!

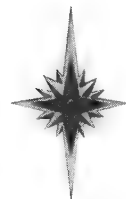
The fight was swift and decisive, as Aren slew several guards with a damaging magic spell. The spell drained most of his strength, but the desperate situation had called for desperate measures.

Inside the house lay a note to Simon, written by a couple who sought to be married. In his capacity as priest of Henne, Simon had apparently traveled to Levosche to perform the ceremony. William groaned aloud as he read the note, for the idea of yet more traveling was exhausting indeed.

They camped in Ravenne for the evening, allowing Aren to regain his strength, and then set out for Levosche. They took an expensive carriage at least part of the way, the better to give Aren time to recover.

THE SHEPHERDS' LAIR

In Levosche they stepped from the carriage and began to search the town for Simon. They didn't need to look very far; they found him standing, bemused, in the middle of town. Apparently he had had difficulty finding the wedding he was summoned to perform.



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William listened to Simon talk about the wedding for several minutes, then waved him to silence. Explaining the mystery of the consort, he demanded that Simon provide them with knowledge of the Shepherds, especially the location of their secret lair. Simon was reluctant to divulge this information at first, but William would not be denied. Eventually Simon gave the location of the lair, and allowed William to take his old Shepherds' amulet, which would be necessary to gain entrance to the lair. Some tales say that Simon had buried this amulet, and that instead of giving it to William, he merely told William where to dig it up.

Thanking Simon, William and Aren hurried north, their destination the Shepherds' lair. This hideout lay somewhere to the north of Ticoro. The exact location of the lair is not known today.

After a fierce battle with Shepherds patrolling the wilderness near the lair's entrance, the two lads found what they were looking for: a stone slab set in a cliff wall. A sheer rock face held a lock mechanism, which required a Shepherds' medallion to open. William and Aren puzzled many long minutes over the lock's combination, but eventually realized that the key was right there before them, etched upon the medallion itself.

They solved the riddle of the lock, and a section of cliff heaved open before them. Glancing uncertainly at one another, they stepped forth into the gloom.

To the Ridgewood

Meanwhile, Kaelyn and Raal had not been idle. They'd traveled north into the Antara province, then east into Chuno. Much of the way they avoided the road, but west of Durst the mountains compressed the land into a narrow sliver adjoining the road, and they had little choice but to travel that way.

It was there that they met a hostile group of Shepherds, all intent on killing Raal. A fight ensued, and it was clear that only a supreme effort of will would win the battle for Kaelyn and Raal. The attackers approached in an inverted wedge, the leader shouting orders from the rear. Raal responded by circling the left flank. . . .

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I have removed a page or so of nonsensical battle description. It seems that Underscribe Fibul got hold of an old Mehrat tactical manual just before he wrote this section, and felt the need to demonstrate his newfound knowledge. As the fireside stories don't contain any genuine accounts of how this battle went, suffice it to say that Kaelyn and Raal won, and that was that.

—Vaevicius

In essence, the battle was won by dint of valiant swordplay and ferocious attacks, though the brilliant double-reverse flanking moves played a major part in the victory.

The battle behind them, Kaelyn and Raal proceeded east through the great forests of Chuno. According to some tales, they proceeded directly east and then north along the road, eventually coming to the Ridgewood. Other accounts have them stopping in Durst to rescue a lost boy, and recovering a lost manuscript for a scholar in Darvi. Either variant is possible, though Kaelyn's desire to see her father makes the direct route seem most sensible.

Regardless of whether they stopped to perform these deeds, they traveled great distances over the course of five days. Both Kaelyn and Raal were experienced trackers, and were capable of moving quickly without sacrificing stealth.

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INSIDE THE RIDGEWOOD

Eventually they came to Darvi, a medium-sized town at the southern fringe of the Ridgewood. North of Darvi lay the cabin of Kaelyn's youth; it was with great apprehension that she stepped inside and looked around.

Her father was nowhere to be seen. Instead, a note explained the situation: Wraiths, spectral beings from another dimension, were rampaging through the Ridgewood. Her father had taken refuge in a cave to the north. Kaelyn had no intention of staying put; she set off to the north with Raal in tow.

The Ridgewood was a dense tangle of forest, much like a maze to the uninitiated. But Kaelyn knew these tangled thickets from the idle hours of her youth, and picked her way northward with remarkable ease. As they passed into a clearing, however, they were halted by an unpleasant sight: a mob of pale and half-crazed villagers, clearly intent on attacking. There was no choice but to fight.

After combat ended, and the bloody corpses of villagers were strewn across the clearing, Kaelyn realized that this must be the work of the Wraiths. They had subverted the villagers somehow, turning them into a mindless, warlike mob. Clearly the Wraiths were more than just a nuisance: They threatened the entire Ridgewood, and the communities around it as well.

THE WRAITHS APPEAR

Kaelyn and Raal continued through the forest. It wasn't long before they were stopped yet again—this time, by a ghostly blue shimmer. Peering out from behind a tangle of leaves, Raal ascertained that the ghostly form before them was a Wraith.

Eager to rid the wood of this threat, Kaelyn nocked an arrow and fired upon the creature. It passed right through the Wraith's vaporous body and lodged in a tree trunk with a quivering thud. Raal stepped forth from the underbrush and attacked the creature with his staff; again, the attack passed right through the creature's body. As the Wraith reached out to grasp Raal in a deadly embrace, the pair decided to exercise the better part of valor, and run.

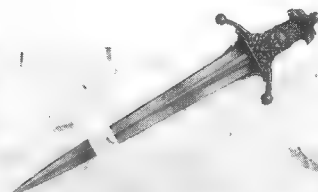
The Wraith seemed to take their flight diplomatically, as it did not bother to pursue them. Breathing heavily, Kaelyn decided to amend her plans. She would try to find her father *without* running into any more Wraiths.

Eventually they found themselves at the northern edge of the Ridgewood,

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where a line of sheer cliffs overlooked the treetops. It didn't take long for Kaelyn to find the cave she was looking for: It wasn't truly a cave at all, but rather, a long-abandoned workshop. Inside she found Garvin, her father.

Garvin greeted them warmly, but then proceeded to tell Kaelyn a secret. A secret so unexpected and shocking that . . .



Underscribe Fibul spent far too much time building up this grand secret, so I decided to do the reader a favor and cut the section entirely. Let me summarize: Garvin revealed to his daughter that he was, in fact, a mage, and that this cayern was his old workshop. After a magical accident killed Kaelyn's mother, Garvin put aside his craft and vowed never to use it again — until now.

—Vaevicius

Garvin then enchanted their weapons and sent them on their way, along with fervent exhortations of caution.

Kaelyn and Raal scoured the length and breadth of the Ridgewood with their enchanted weapons, seeking out Wraiths wherever they might be found, and slaying them on the spot. The Wraiths' touch was deadly, but by dint of careful maneuvering and skillful teamwork, the Wraiths were eventually laid low.

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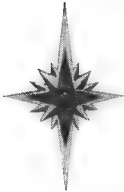
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AFTERMATH

Kaelyn and Raal returned to the cave and told Garvin of their deeds. Garvin implored them to stay at his cabin, but Kaelyn and Raal had other plans. They were eager to rejoin William and Aren, and see how their quest to save the consort had unfolded.

They took their leave of Garvin and once again traveled north into the murky depths of the Ridgewood. Their destination was Grandeur, where they had promised to meet William and Aren at the Inn by the Sea.



Inside the Shepherds' Lair

William and Aren discovered that the Shepherds' lair was a vast network of interconnected tunnels, one virtually indistinguishable from the next. Glow-moss provided intermittent light, but eventually they were forced to light torches and risk detection.

Several small groups of Shepherds approached them as they wended their way through the tunnels, and several skirmishes ensued. But the flood of Shepherds they feared never arrived; apparently the Shepherds were spread too thinly across the network of caves to descend on them in such numbers.

After spending several hours wandering the tunnels, they came upon a curious mosaic. This mosaic was set into a locked door, and after careful study, it became clear that the mosaic was an integral part of the lock. Apparently the Shepherds had a fascination with unusual locks, for the entrance to the lair was also guarded by such a device.

Most tales don't explain how William and Aren got past this mosaic door, or even whether it was necessary for them to. A few tales attempt to explain the workings of the lock. Some say it was solved by pressing buttons inset in the mosaic itself, while others say the mosaic's tiles hid a lock of a more conventional sort. The previous story seems more likely, though one wonders how William and Aren discovered which buttons to press. Presumably someone inside the lair told them how it worked, or some item found in a cache or chest alerted them to the mosaic's solution.

Regardless of how the mosaic puzzle was solved, this much becomes clear: They solved it and passed through the door it guarded, and at some point in their wanderings, the pair happened upon Gar Warren—the belligerent and

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none-too-clever leader of the Shepherds. After a bit of prompting at sword point, Warren explained what had happened with the consort.

INTRIGUE AMONGST THE SHEPHERDS

Apparently the Shepherds were responsible for the consort's kidnapping. They'd planned to use the consort as a bargaining tool in their plans to attack the Grrrlflands. Their master plan called for a sweeping offensive across the . . .



I suspect the reader has little interest in the Shepherds' misguided schemes. Suffice it to say that they intended to expunge the lands of Grrrlf, and that they planned to use the consort as leverage. The emperor would never have agreed to the Shepherds' demands, but as Fibul himself points out, the Shepherds (and their leader) were none too clever.

— Vaevicius

Unfortunately for Gar Warren and company, the consort had been stolen from them. A Ghanish mage posing as a member of the Shepherds had spirited him away through a magical portal, leaving the Shepherds watching helplessly as their prize slipped through their fingers. The only consolation for Gar Warren was that the mage who'd done the kidnapping, a woman named Maris, had been captured while her companions stole the consort.

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As William and Aren stood by, Maris was brought before Gar Warren by a pair of burly guards. In the presence of the woman who had stolen his prize, Gar Warren forgot about the two young men who had broken into his lair uninvited, and neglected to set the guards on them.

After an exchange of harsh words, it became clear that Gar Warren would sentence Maris to some horrible punishment—but she promptly escaped by creating a magical distraction.

Just as Maris disappeared, a messenger arrived with more bad news for Gar Warren: Imperial troops had discovered the Shepherds' lair, and were in the process of invading. None would be spared!

It was pandemonium in the underground chamber. Shepherds ran left and right, milling about aimlessly and frantic to escape. In the confusion, Gar Warren disappeared from view. Aren caught a glimpse of him as he escaped through a previously hidden tunnel, which was apparently Warren's personal escape route. Seeing no better alternative, William and Aren dashed down the secret tunnel, leaving the oblivious Shepherds well behind.

TRAVELS IN GHAN

William and Aren emerged from the tunnel, blinking rapidly to stave off harsh daylight. Gar Warren was nowhere to be seen, apparently having taken a different path. The foul stench of swamp told them they had emerged far from Ticoro. A quick glance to the west confirmed what they had guessed: Torlith lay in that direction. They were now in western Ghan.

This suited William well enough, for he had dreamed up a new plan. Maris had mentioned the name Kahleth in association with her kidnapping of the consort. Kahleth was a Ghanish name, and Ghan was well-known for its mercenaries. Logic dictated that Kahleth was the mercenary captain in charge of abducting the consort. By locating Kahleth, they might be able to get to the bottom of who perpetrated the consort's second kidnapping.

In order to locate Kahleth, William suggested that he and Aren pose as mercenaries seeking employment. In this way they could unobtrusively seek Kahleth, and thereby gain more information about the consort's location. Aren wasn't convinced that William's plan was a safe one, but eventually he agreed to go along with it. After all, Kahleth was their only lead. If they failed to follow it, the consort might be lost forever.

A Betrayal in Antara

Ghan was hardly a small place to search, and at first all efforts to locate Kahleth came up short. But eventually they found a man in central Ghan (in Ganath or Nathby; the stories disagree) who knew of Kahleth. Unfortunately, this man was unwilling to recommend them to *any* mercenary captain, as they were too small and weak.

At this point William challenged the barkeep to a bout of arm wrestling and promptly lost the match. Discouraged, William prepared to leave—but then realized that other means were at hand. By some magical trick (the exact trick varies from story to story), he augmented his strength, asked for a rematch, and thereby impressed the barkeep. As a result, the man referred them to Lokath, a local mercenary captain.

With no other leads to follow, William and Aren set out to find Lokath. They found him in southwestern Ghan, near the small town of Choth. Lokath immediately gave them a mission: to deliver supplies and a note to the town of Imazi, where his mercenaries had been hired to oust the despotic Lord Garson.

BACK TO PIANDA

Aren was pleased to return to his native province, as it would give him a chance to visit his home once again. They traveled southeast toward Briala as fast as they could, doing their best to avoid the dangerous lightning bugs plaguing this portion of the swamp.

Soon Ghan was behind them, and they came to the tiny beach where Aren had first discovered William fighting a flying creature. After a few moments of subdued reminiscing, the pair proceeded to Briala.

Aren was glad to visit Briala again, but equally glad to leave. For the first time, he sensed the smallness of the village, and was troubled by the limited perspective of the folk living in it. Instead of staying overnight in his father's inn, therefore, he apologetically said his farewells and left after an hour's visit.

In Imazi they discovered a welcome sight: Lord Garson's estate under siege. A man named Birge was in charge of the operation. Birge explained the state of affairs when William and Aren showed their letter from Lokath. Apparently the locals had paid for an attack on their despotic ruler, but Lord Garson's estate was too well-defended for a successful assault. His moat in particular was a difficulty. If the moat could somehow be drained, the siege could proceed—but the siege party consisted of mercenaries, not engineers.



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PART ONE



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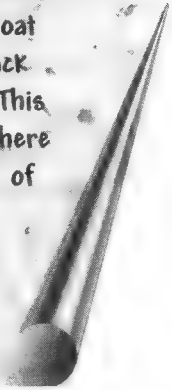
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Here I've cut several pages describing a daring assault on the castle, wherein William and Aren swam the moat and scaled the walls by night, only to be knocked back into the water by a guard patrolling the battlement. This incident seems highly unlikely and is mentioned nowhere in the original stories, so I suspect it was a product of Fibul's feverish imagination.

—Vaevicius



Their attempts to siege the castle foiled, William eventually cast his thoughts back to the Montari they'd fought several weeks previously. These Montari had resorted to banditry because of a lack of food and water—and this famine was caused by Lord Garson, when he diverted a local river to advance his own agenda. The Montari were skilled diggers. If William could convince them to assist the siege by draining the moat, Lord Garson would be at their mercy in no time!

It was a simple matter to travel to the Montari Caves and convince the Montari leader to assist in the siege. When they returned to Birge to tell him the good news, Birge informed them he'd already learned it: A Montari digging team had preceded them to Imazi, and was already hard at work.

Birge sent William and Aren back to Lokath with a letter of recommendation. They were glad to return to Ghan, and hopeful that they'd locate Kahleth soon.

RETURN TO GHAN

Their hopes were soon answered. Lokath inspected Birge's note and proclaimed them ready to serve Kahleth. Kahleth resided in a mercenary camp south of town, and was difficult to reach because of his belligerent bodyguards. Even with Lokath's recommendation, the mercenaries were reluctant to let the young men through.

Eventually they were allowed to see Kahleth, a hard-bitten mercenary who looked exactly like William expected him to: huge, scarred, and muscle-bound.

After appraising the pair, Kahleth gave them a new mission: to deliver several potions of swampwalking to mercenary troops east of Darvi.

William and Aren proceeded to Darvi with wings on their heels. What could mercenaries be doing in the remote swamps east of Darvi? The most likely explanation was that they were guarding the consort. Nobody would bother to search the swamp for a missing person, and even if they did, they would not find him without swampwalking potions like the ones William and Aren bore. Hence, the swamp was an ideal place to hide someone.

Eventually the pair reached Darvi and located the mercenaries they'd been told to find. The mercenaries greeted William and Aren guardedly, and accepted the swampwalking potions with little ceremony. William cleverly reserved a pair of potions for Aren and himself. After the mercenaries had quaffed the potions and strode off into the swamp, William and Aren drank their own potions and followed.

In the middle of the swamp lay a wooden shack in disrepair. It was there that they rejoined the mercenaries, who were preparing to carry the consort away to an unknown destination. The consort was in a state of magically induced stupor, but from his Chailan garb it was clear to William and Aren who he was.

Aren surprised the mercenaries with a deadly spell and wakened the consort from his magical slumber. Though groggy and disoriented, the consort was soon able to follow them out of the cabin and into the swamp. Their destination was now clear: Antara. They would return the consort and bask in the emperor's gratitude.



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Amuck in the Ridgewood

Meanwhile, Kaelyn and Raal were traveling north through the Ridgewood, intent on reaching their destination: Grandeur. It was there that they hoped to rejoin William and Aren.

The path through the Ridgewood was infested with marauding Chumen, and several times they considered turning back and approaching Grandeur from the south. But after several days of cautious traveling, they finally emerged near the sea, with the gates of Grandeur glistening in the sunlight ahead.

They strode forward, hoping for a hot bath and a good meal at The Inn by the Sea—but before they could enter the city, they were accosted by a Tr’Kaa messenger who handed them a note. Just as they’d expected, the note was from William and Aren.

The note was short and cryptic, but its meaning was clear enough. For whatever reason, a meeting at Grandeur was no longer in the cards: the new meeting place was Darvi.

Kaelyn and Raal entered the city and spent the night in a comfortable inn, for they’d trekked too long not to enjoy a small reward. But the next day they headed back the way they’d come.

THE PATH BECOMES CONVOLUTED

When Kaelyn and Raal emerged from the woods and gratefully entered the town of Darvi, William and Aren were once again nowhere to be found. Darvi contained a messengers’ shop that seemed the logical place to receive a note. Hoping for some clue as to what was going on, Kaelyn visited this shop and inquired about messages. Presently it became clear that William and Aren had indeed left them a message, but the innkeeper at the Feral Duck was the man in possession of it.

The Feral Duck’s proprietor demanded a hefty bribe to relinquish the note. Raal would have preferred to beat the man senseless and simply take the note, but Kaelyn advised discretion and the bribe was eventually paid.

The new note suggested that William and Aren had discovered the consort and were making their way toward Antara. Antara, then, would be their new destination.

A Betrayal in Antara

After a day of rest, they set out toward Antara, taking the great east-west road that runs the length of Chuno. On the way they passed through the village of Friole without breaking stride. They intended to pass Durst as well, but needed to stop there for supplies.

While in town, they received word of a terrible fire burning out of control near the village. A local woman named Phoebe was trapped in this blaze, and needed assistance. Apparently she'd gone into the fire to rescue her family's ancestral tree, and was trapped by the ever-growing flames.

Kaelyn and Raal were in a hurry, but were never fond of turning down adventures such as these. They staunchly agreed to rescue the woman, and set off toward the blaze.

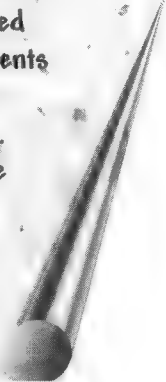
It wasn't long before they reached the tower of flame marking the edge of the conflagration. Raal boldly stepped forth.



Fibul goes on to describe Kaelyn and Raal's daring deeds. Apparently they saved the ancestral tree, and thereby convinced the local woman to leave the dangerous area.

I've cut this section of the text, both because it was filled with pure speculation, and because Fibul went on at great length describing Phoebe's appearance. He suggested that the fire had somehow burned off many of her garments (while leaving her flesh relatively unscathed), and spent several paragraphs describing what was thereby revealed. These paragraphs provide a great deal of insight into the mind of Jonathan Fibul, but unfortunately were of no relevance to the story at hand.

— Vaevicius



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Phoebe saved, the duo set forth once again on the great east-west road.

Eventually they came to a small bridge that had recently been burned to ashes. Kaelyn nodded grimly at the sight. William and Aren had burned the bridge in order to discourage pursuit. They'd have to find another way to rejoin their companions.

AROUND THE BEND

At this point the tales become somewhat unclear. Some state that Kaelyn and Raal traveled north past Camille and Eastbank—all the way up to Grandeur—and then traveled west across a bridge into Burlen. From there they worked their way south until they reached the east-west road once again.

Other tales state that they befriended a mage in Eastbank. This mage parted the river so that they could cross, thus alleviating the need to travel all the way north to Burlen. Whatever the case was, Kaelyn and Raal were forced to make a significant detour, but eventually they found themselves back on the east-west road.

There is a great mountain pass in the Antara province that leads south to Korus Landing. Aside from traveling the entire breadth of the continent and looping through Ghan, Pianda, and then Ticor, this mountain pass is the only way to get from Chuno to the city of Antara. Unfortunately for Kaelyn and Raal, their stealthy approach to the mountain pass revealed an unpleasant surprise: several hosts of mercenaries camped at the mouth of the pass, clearly waiting for someone to try to cross.

Kaelyn and Raal were at a loss. Had William and Aren managed to get through this pass before the mercenaries arrived? And if so, how could Kaelyn and Raal rejoin them? This question was soon answered as William, Aren, and the consort appeared in a clearing.

The reunion was subdued. How could they reach Antara with these mercenaries blocking the way? Raal soon thought of a way to distract the mercenaries. Using common materials at hand, he and Kaelyn constructed several makeshift incendiaries and used them on the mercenaries. The resulting smoke and fire startled the mercenaries, and opened up a clear path to the mountain pass. With wings on their feet, William, Aren, and the consort fled through the gorge. Kaelyn and Raal, who had been in charge of creating the distraction, came somewhat later.

Kaelyn and Raal traveled south past Korus Landing. Eventually they caught up with William, Aren, and the consort, standing near the gates of

A Betrayal in Antara

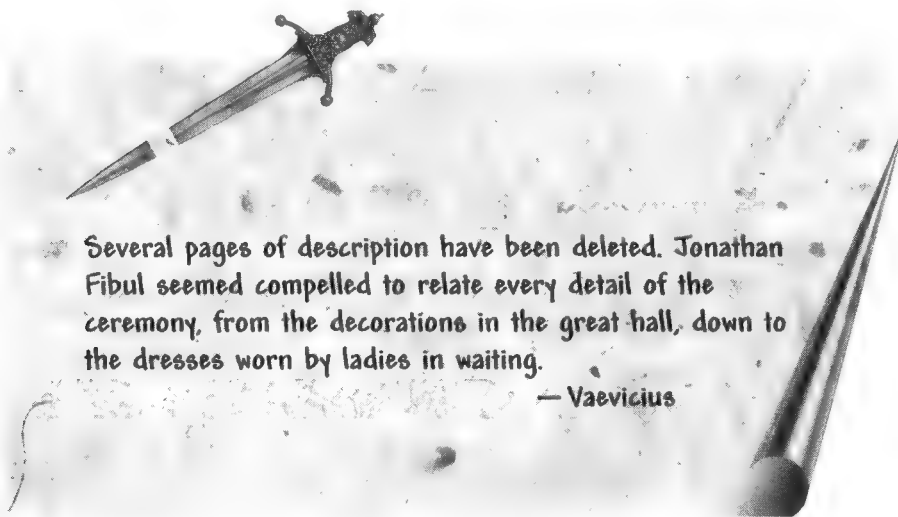
Antara. At this point Raal took his leave of the party, citing a need to return to his pack.

Reunited once again, and confident that the emperor would smile upon their recovery of the consort, William, Aren, and Kaelyn strode through the gates of Antara.

Terror in Antara

The imperial guards were not entirely convinced that the party wasn't to blame for kidnapping the consort in the first place. However, they grudgingly accepted the three companions' story, and allowed William, Aren, and Kaelyn to witness the marriage of the princess and the consort.

The wedding ceremony was grand . . .



but as the consort walked down the central aisle in measured, dignified steps, something completely unexpected happened. A ghostly form issued forth from the consort's body. This form was instantly recognizable to Kaelyn as a Wraith, and the shimmering white globe contained in its body was the stolen soul of the consort.

The Wraith hovered above the terrified audience, as if attempting to instill yet more fear into the onlookers, and then lunged for the transfixed emperor. The Shadows, highly trained mages entrusted with the emperor's safety, cre-

ated a magical barrier to deflect the Wraith. Frustrated by the barrier, the Wraith turned instead upon the hapless princess. Using its unnatural powers, the Wraith sucked the very soul from the princess's body. Now *two* shimmering globes coalesced inside the Wraith's transparent form.

Abruptly the Wraith fled the room, leaving confusion and hysteria in its wake.

ADVENTURES IN JANULI

The emperor was distraught. He had lost his only daughter, and succession of the imperial cloak was now unclear. In desperation he summoned William, Aren, and Kaelyn. He'd learned that Kaelyn had dealt with Wraiths before, and knew the three had investigated the consort's recent disappearance. Perhaps, he reasoned, the lost souls could be retrieved if the party were to solve the mystery they'd undertaken from the very start: Who was Gregor, how did he fit into the conspiracy, and who was behind Kahleth's abduction of the consort? The Shepherds' role in the matter was clear, but the motives and identity of whomever had planned the *second* abduction of the consort were not.

To further their quest, the emperor sent the party to the Januli province with an armed escort. It was here that Gregor had taken passage on the ship that brought him into contact with William.

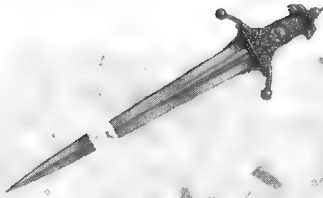
The imperial escort rode hard for several days, and then turned about-face and departed the instant they reached Breland. William, Aren, and Kaelyn, who had been left without horses in the middle of the road, looked at each other and smiled. Here they were again, alone in the open country with a mystery to solve.

They immediately set about searching for clues in local towns. Their initial inquiries turned up several interesting leads: For example, a tavern in Knightridge contained a picture of the very flying beast who'd killed Gregor. And a pair of seafarers in Nathby also commented on Gregor, one providing the name of a prostitute in Beluckre who'd known him well.

Feeling confident that they were well on their way to learning more about the real Gregor, the party swiftly traveled north to Beluckre, and wandered the town in search of the house of ill repute. It wasn't hard to find; it was the biggest structure in town, and clearly not a residence—yet it was suspiciously free of signs or other markings indicating its purpose.

William stepped inside and surveyed the room. Three lovely young girls . . .

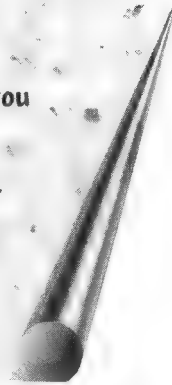
A Betrayal in Antara



Given Fibul's previous carnal digressions, I suspect you already know why this section has been edited.

To summarize, the party questioned the prostitute about Gregor, and learned that he kept a room in Havesly. They also received a key to that room.

— Vaevicius



Completely satisfied, William sauntered down the steps and gazed contentedly at the evening sky. Enough entertainment for one day! It was time to get moving.

CLUES IN HAVESLY

Havesly was the capital of the province, and home to Lord Sheffield. Since William was still betrothed to Selana Sheffield, he thought it best to pay a cordial visit to the castle when they first set foot in town. Lord Sheffield greeted the party with a cordial smile and discussed several trifling matters with William before bidding the companions good day.

They then proceeded to The Sentinel Inn, and demanded that the innkeeper let them into Gregor's old room. The innkeeper acquiesced, and let them try their key. The room initially appeared empty: The only object of value was a journal hidden beneath the bed. But after carefully reading the journal from cover to cover, the party gained a new understanding of Gregor and his role in the consort's kidnapping. According to the journal, Gregor had been the agent of Lord Caverton in Ticoro. His mission in Januli was to undermine Lord Sheffield's power, and to continually spy on his business. During the course of his duties, Gregor noticed that Selana Sheffield wore a Shepherds' amulet. After further investigation, Gregor realized that Selana had helped organize a Shepherd plot to abduct the consort. This was important

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news, which he felt compelled to deliver in person. He'd been on his way back to Ticoro to report his findings when pirates and a flying beast fell upon his (and William's) ship.

Armed with this news, the party thoroughly investigated the remainder of the town. A local banker provided clues that someone had been transacting business in Lord Sheffield's name; a pair of discarded notes thrown upon the rocks near the harbor suggested that Lord Sheffield was in league with local pirates terrorizing the seas.

This information was confusing and contradictory. There was only one place to go to resolve matters: Castle Sheffield. By confronting Lord Sheffield and demanding an explanation, William felt confident that the mystery would finally be solved.

The Final Act

On approaching the Sheffields' castle, it became painfully obvious that something was wrong. The sentries normally posted outside were nowhere to be seen.

The party entered the castle gates and came face to face with a band of pirates. Fighting with the skills they'd honed over months of adventures, they dispatched their foes and proceeded cautiously through the castle in search of Lord Sheffield, knowing full well that more pirates were lurking inside.

After several minutes of exploring, and several desperate fights, they made an interesting discovery: In Selana Sheffield's room lay a pile of papers she'd used to practice forging her father's signature. Clearly Selana had taken matters into her own hands, and was attempting to conduct Sheffield business on her own. But this still didn't solve anything: Lord Sheffield must be found.

Eventually the party found their way into the castle cellars. A hole in a cellar wall provided access to a labyrinthine network of tunnels. Intrigued, they proceeded deep into these tunnels and found what they were looking for: Lord Sheffield. He was locked in a vicious duel with an unknown assailant. Aren suggested helping him, but William forbade interference, knowing that Lord Sheffield would view their meddling as a grievous breach of honor.

Eventually Lord Sheffield won the duel, and William cautiously approached him. Breathlessly he recited the clues the party had found, and demanded an explanation. Lord Sheffield's and Selana's explanation was startling: Selana, in the interest of advancing House Sheffield, had struck a deal

A Betrayal in Antara

with the pirates and helped plan the Shepherds' kidnapping of the consort. But she'd eventually decided to go back on her deal with the pirates, which is why they'd invaded the castle. These were the very same pirates she'd sent to attack Gregor's ship, to prevent Gregor from exposing her plans to Lord Caverton.

This solved part of the mystery, but left several questions unanswered. Who had masterminded the kidnapping of the consort from the Shepherds? And who had sent the flying beast that attacked Gregor's ship along with the pirates? To answer these questions, the party would need to find the Sheffield's personal wizard: Calvert Bryce. Bryce's name had cropped up in Gregor's journal, and also in the tavern in Knightridge.

INTO THE WORKSHOP

Bryce kept a workshop in the caves near Castle Sheffield. The party hurried to these caves in search of Bryce. They were forced to move slowly, however, as these caves were riddled with dangerous pits. Clearly Bryce was a man who valued his privacy.

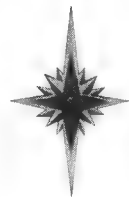
Eventually, deep in the caves, they came upon Bryce's abandoned workshop. A note in a locked chest provided insight into Bryce's location: the Waste. He had moved there to evade detection.

Normally, reaching the Waste would mean a long and arduous trek over mountains, but a remarkable tunnel in the northern part of these caves, definitely created by magical means, led directly toward the Waste. Knowing that this route would certainly lead to Bryce, the party proceeded.

After several days of travel through the tunnel's unrelieved darkness, the companions emerged blinking in the harsh light of the Waste. This was a barren, twisted land of steep cliffs and meandering valleys. Fire Wolves and other abominations were common here: The party slew many of these creatures as they proceeded inexorably toward Bryce's new lair.

THE CONFRONTATION

Eventually they came upon the entrance to Bryce's new hideout. Inside, a network of perfectly smooth stone tunnels led deep into a mountainside. Pits dotted the corridors, just as they had with Bryce's caves near Havesly. Apparently Bryce favored them as a security measure.



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PART ONE

Skirting the pits, the party scoured the tunnels and finally came upon a desperate scene: Selana and Lord Sheffield magically pinned to a wall, with Calvert Bryce gloating nearby. William stepped forward and issued a challenge; Bryce responded by ordering a heretofore hidden regiment of Fire Wolves to attack.

The Fire Wolves were dangerous opponents, but the party had seen their fair share of Fire Wolves as they traversed the Waste. Despite the wolves' numerical superiority, the party dispatched most of them with relative ease.

Seeing how the battle was going, Bryce summoned his magical powers and stepped to the fore, the remaining wolves flanking him. The wolves were a deadly threat, but the party instinctively knew to attack Bryce first. With a supreme effort of will, Aren cast a mighty spell that critically wounded Bryce. Stricken, the injured mage tottered off into his inner sanctum. Meanwhile, William and Aren busied themselves by killing the remaining Fire Wolves.

AFTERMATH

The wolves dispatched and the Sheffields freed, the party cautiously peeked through the door that Bryce had disappeared through. They needn't have worried: Bryce was mortally wounded. When asked about his deeds, Bryce explained that he was the one who'd placed the Wraith inside the consort's body. Months ago he'd been approached by a man who wanted the emperor dead, and he'd agreed to place the Wraith inside the consort to help this man's scheme. What did Bryce gain from the deal? He'd hoped to get even with the Shadows for not accepting his magical theories, and what better way to punish them than by killing the emperor they strove to protect? His plans had failed, however, as the Shadows protected their emperor and deflected the Wraith to the princess.

The lost souls were not in Bryce's possession, but were held by the Wraith Bryce had previously summoned. To recapture the souls and appease the emperor, the companions would need to resummon this Wraith and convince it to give up the souls. But Bryce refused to give them the necessary formula to summon the Wraith and retrieve the lost souls, and he expired on the spot as William tried to shake the information out of him.

All seemed lost. But then Aren noticed a workbook laid upon a table. This workbook contained Bryce's arcane notes, and included the precise magical for-

A Betrayal in Antara

mula needed to summon a Wraith. Aren uncertainly mixed the required components in a cauldron, and then stood back in awe as the ghostly form appeared.

The Wraith was indignant at having been summoned again. It refused to relinquish the souls it possessed, unless two new souls were given in exchange. The precise details of the bargain are not known, but in the end, the Wraith relinquished the souls of the consort and the princess, and took the souls of both Sheffields in their stead.

All was quiet in the workshop. The party still did not know who had masterminded the original plan to slay the emperor: After all, the idea had not been Bryce's. But this detail was quickly forgotten, in light of their recent and unexpected successes.

Having gloriously succeeded in their mission, the . . .



I believe that's all you need to know. Fibul goes on to explain how the party returned to Antara. After receiving the emperor's blessing, they participated in the glorious new wedding ceremony of the consort and the princess.

The adventure seemed to be at a close, but during the ceremony, Aren had a shocking revelation. He suddenly realized who had masterminded the second kidnapping of the consort, with the eventual goal of planting the Wraith and slaying the emperor. We all have heard the fireside stories, of course, and know who that man was.

William and Aren wished to act, but due to the high rank of the man they suspected, their hands were temporarily tied. They hoped to one day root out this traitor to the empire — but that, as they say, is another story.

— Vaevicius

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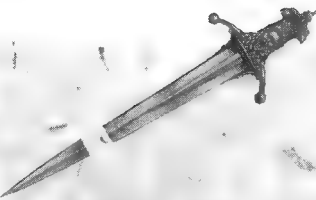
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PART TWO

Antaran
History
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World
Primer

PART TWO



The following pages contain excerpts from several important texts. These excerpts cover a wide range of topics: Antaran history, both ancient and recent, politics, religion, the various races of the empire, Antaran life and culture . . . the list goes on. Read carefully to gain a better sense of how the Antaran empire came into being, and what forces shaped it into the corrupt yet vibrant political entity we see before us today.

—Vaevious



The Antaran Empire: Ancient History

—from the imperial archives in Ticoro

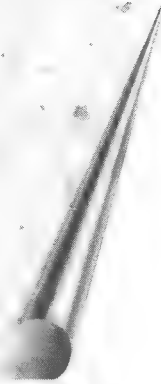
The land currently controlled by the Antaran Empire has seen dramatic changes over the course of its 2,000-year history. In the distant past, much of Antaran territory was occupied by a now-extinct race called the Vell. Theirs was an advanced society with a far superior command of magic than any race has today. Although each Vell had an individual identity, they also shared a group-mind that enhanced their magical skills and understanding of each other. In time, the stories go, their search for knowledge caused them to abandon the Triune. Enraged, the Triune set famine and pestilence upon them, cleansing them from the land.

Most people doubt the Vell ever existed. They discount them as myths, the stuff of fireside tales, and legends joymen like to spin before enraptured audiences. The handful of scholars who know the Vell were real still debate the true cause of their disappearance.



For more on the religion of Antara, see the section entitled "Antaran Religion: The Triune."

—Vaevious



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AFTER THE VELL

Other races slowly filled the void left by the Vell's absence. Most prominent among them were the avian Tr'Kaa, who lived in the treetops of the region's forests and woodlands. The peace of the region was soon shattered, however, with the arrival of the Grrrlf. Savage, ferocious, and fiercely territorial, these bipedal, wolf-like people spread in packs across the continent. Refusing to share the land with the Tr'Kaa, they chased them out. Despite their greater maneuverability and airborne advantage, the fragile-boned avians were no match for the lethally graceful Grrrlf and were forced to retreat to the mountain peaks which they still call home today.

Nomadic by nature but with strong ties to family, the Grrrlf guarded their lands from all interlopers—even members of their own kind. Their history is bloody and strife-ridden. Constantly engaged in border conflicts and territorial disputes, the Grrrlf never formed a united country. Each pack constituted a nation unto itself, ruled for life by its patriarch until he was killed and replaced by a younger successor. When the Grrrlf encountered human settlements, the humans were viewed as trespassers on Grrrlf land—despite the fact that the humans were there first.

The Grrrlf attacked mercilessly and without warning; thousands of humans lost their lives to the Grrrlf onslaught. The Grrrlf pressed the humans back—across the sea, over mountains, through deserts—and scored an

unquestioned victory. They were the sole proprietors of Ramar for the next 150 years.

In the interim, a major development occurred: Humans discovered how to manipulate magic. This discovery changed society's balance of power, sending human civilization into turmoil. At first magic-users were feared and shunned as being unnatural. Gradually, however, they seized power and became the leaders of human society. Seeking a way to solidify their power and divert the populace's fear toward another target, the mages turned toward the Grrrlflands.

The Grrrlf, having possessed these lands for generations, defended them with even more fervor than they had displayed in the first human-Grrrlf conflicts. But although the Grrrlf were more dexterous and skilled than the humans, they had no magic. Fire rained from the sky, vines twined around their legs, and the very land itself seemed to turn against them as the Grrrlf War erupted. The humans fought them pack by pack and were able to beat them back across the continent. As Grrrlf retreated from the advancing humans, word spread of the impossible powers that the human army wielded. Many packs disbelieved the tales and stood their ground, only to be destroyed by bloodthirsty attackers. Others joined the refugees in their flight eastward.

TRIUMPH OF THE HUMANS

Ultimately the Grrrlf were pressed back to the foothills of what are now called the Ulrich Mountains (on the northern border of Januli). There the packs held a conclave and, joined together for the first time, rallied to meet the human threat. The ensuing Battle of Ulrich lasted for four days and was the most bitter struggle either side had ever faced. Human mages dealt devastating blows to the Grrrlf, but there were too many Grrrlf for the mages to deal with at once. Whenever Grrrlf broke through human lines, they fought with frightening effectiveness. Had the Grrrlf been united from the outset, they might have triumphed and driven the humans across the sea yet again. But as it stood, their belated resistance came too late. Their numbers greatly diminished, they soon realized it was only a matter of time before their race was destroyed entirely.

The Grrrlf surrendered. The subsequent peace treaty ceded the area north of the Ulrich Mountains to the Grrrlf, leaving the whole of modern Antara to the humans. In time, the Grrrlf encountered a different race of humans to the east, in what is now Chail, and made a similar treaty.

The humans didn't trust the Grrrlf to abide by the treaty, and so a watch was set at the base of the mountains. The men serving there came to be known as Shepherds, a noble order of knights guarding humanity against the threat of the Grrrlf. As time passed and the Grrrlf remained faithful to the treaty, the Shepherds found themselves with time for reflection and introspection. In the course of their meditations, they discovered the Triune.



The Antaran Empire: Modern History

—*from the imperial archives in Ticoro*

With the Grrrlf vanquished, humans were able to settle the breadth of Antara. Land was plentiful, and villages sprang up across the map. In time, some villages grew into towns, and some towns grew into cities. Mages continued to increase their knowledge as they researched the workings of magic, and with that knowledge came increased power. In some respects it was a golden age, as wondrous artifacts and astounding achievements became almost commonplace. Not all mages were benevolent, however, and some used their power to gain personal wealth and power. Some regions were ruled with an iron fist by tyrannical wizards.

The Shepherd Garrison, by this time, had become the Triunal Temple. The three faces of the Triune had been identified, and the three orders of the Temple established. The Temple began sending out missionaries into the world to spread the word of the Triune. The common folk, while superstitious and fearful of magic, were considerably more receptive to religion. They embraced the Triune and its message of redemption and love awaiting them in the next life.

EXILE OF THE MAGES

Contrary to popular myth, mages are people just like everyone else, with the same desires, goals, and emotions. Legend has it that two mages were rivals for the affections of the same beautiful woman, the daughter of an influential noble. With tensions already running high, a minor incident at court ignited



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their passions and set off a duel between them. The court was torn asunder as they fought. One combatant finally gained the upper hand and was on the verge of destroying his opponent when the woman they both desired was felled by a piece of debris. Distracted, his concentration utterly broken, the mage lost control of the magic he was shaping. Unchecked, it blossomed into a destructive maelstrom of raw, fickle power, annihilating everything in its path. By the time the storm dissipated, the court and everything within a ten-mile radius was destroyed, the land devastated beyond recognition. Whether or not the legend is true, the Waste remains a barren, twisted place, where strange creatures live and strange tales breed. Fortunately for the rest the world, most of the terrifying creatures inhabiting the Waste cannot survive long outside its boundaries.

The disaster that created the Waste was the touchstone for a wave of violence and riots. This revolt was directed not only against mages, but against all things magical. Many mages were overwhelmed and killed by angry mobs. Some fled into hiding; others left Antara completely. Many magical artifacts and achievements were lost or destroyed.

In the chaotic aftermath of these riots, people looked to the Triune for a sense of order and continuity, of safety and succor. Triunal influence swelled. Without magic, people returned to doing many things the “old-fashioned” way. Communities became more isolated, and regions evolved into provinces led by prominent landowners, powerful guilds, or influential citizens. Some regions developed a feudal system of nobility and serfdom, while others became more republican. Villages looked to nearby cities for protection, and gradually cities evolved into city-states. Inevitably, neighboring city-states vied for prime territory and power in petty wars, which kept boundaries shifting and cartographers perpetually busy. Roads became unsafe to travel, inflation skyrocketed, and food supplies were cut. By the time things settled down (after about 100 years), sovereign states dominated the region.

BURLEN AND ANTARA

One such city-state, the republic of Burlen, had the good fortune to possess a number of prolific gold mines. This enabled the Burlene Senate to mint coins with a consistent, fixed gold content. These burlas became the monetary standard across the continent and beyond, greatly increasing Burlene prestige and



Antaran History and World Primer

strengthening the state's economy. These factors combined to transform Burlen, whose metal crafts were already considered the finest in the world, into a mecca for culture, learning, and trade. It also made Burlen an attractive target for acquisition.

The neighboring Kingdom of Antara had smaller metal deposits than Burlen but, because of its frequent border conflicts to the east and south, maintained a larger army and was a major customer of Burlene arms and armor. The king of Antara hungered for more territory. Unfortunately, his nation lacked the wealth to support a prolonged military campaign. Whereas Burlen's strength lay in its economy and metal deposits, Antara's assets were its foot soldiers and intelligence network.

Ever since the Mage Uprising, rumors persisted about mages who practiced their skills in the wilderness away from prying eyes. The king of Antara was sure there were others who lived in the cities and villages of Ramar, hiding their abilities from their neighbors. These people, he realized, represented a tremendous untapped asset. He had his agents search for them and persuade them to come to Antara. This was difficult at first. Long schooled in evasion and caution, the mages weren't easy believers. But one mage finally decided to take a gamble, and when he verified that sanctuary was available in Antara, many of his fellows quickly followed.

These mages were then sent, along with mundane agents, into Burlen. They spent the next 20 years infiltrating Burlen society and government, gaining power and influence, and manipulating the populace. Through various means—passage of legislation, destruction of warehouses, assassination of key people, a few carefully planted rumors and well-placed bribes—they brought about a series of crises and circumstances that allowed Antara to annex Burlen without a drop of blood being shed. With Antara's hold on Burlen (and its banking and wealth) secured, the king of Antara met with the Triune and convinced them of the benefits an empire would offer the priesthood. The king gathered his mages and declared himself emperor, endorsed by the Triune and supported by the strength of his army. As word spread of the amnesty offered to mages in the empire, more came forward to bolster Antara's strength. Imperial forces swept eastward with little resistance. Westward expansion was more difficult and far more dearly won, and would remain a source of unrest and internal strife for much of the empire's history.

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To cement public acceptance of mages in their midst, the emperor implemented two brilliant policies. The first was to require all mages to swear a binding oath of fealty to the empire, the emperor, and the Triune. This oath created a new reputation for magic as a protective force, a servant of the empire. At a later date this policy was unceremoniously abandoned, but most citizens of the empire still believe that all mages take the oath. The second policy was to request mages—who were eager to practice their craft publicly after so long an exile—to spread throughout the empire and help people in whatever ways they could. This proved beneficial to all concerned, as the emperor demonstrated his control over mages, the common folk received a wave of assistance and relief. In addition, mages were not only welcomed back into society, but were usually paid for their services.

The Antaran Empire had begun.



The Antaran Empire: Recent Events

—from the imperial archives in Ticoro

Pernath Academy is Antara's premiere institution of scholarship and modern thought. Founded by Jeret Pernath in the days before the empire, as a training center for scribes and others who wanted to learn to read and write, it began in a back room in Pernath's home. As Burlene trade prospered and the banking houses grew, the demand for scribes increased and Pernath's clientele—and influence—rose accordingly.

By the time of Pernath's death, his business had moved to a modest building in the banking district. In the course of producing its graduates, the academy also produced an increasing flow of books, which formed the core of a library. This library began attracting scholars from other parts of the empire and abroad, and inevitably classes expanded to encompass more than just reading and writing. Pernath Academy flourished under the rule of Corlene the Enlightened, gaining a magnificent new home financed by the empress herself. Now the unrivaled center of philosophy, mathematics, and intellectual thought, the academy enjoys a prestige unlike any other worldly institution.

THE VELL AND THE FEEBLEPOX

It should not be surprising that the academy hosts the foremost experts on the Vell, the mysterious (and some say mythical) race that occupied the Antaran peninsula in another age. The academy holds the largest public collection of Vell artifacts, ranging from a pebble-sized metal and enamel objects to an enormous steel plinth engraved with indecipherable markings. For years, scholars of the Vell had been searching for indisputable proof that this superior race existed. They especially longed to find a document that would allow them to decipher the Vell language, and actual remnants of a Vell skeleton. Either of these would be the discovery of a lifetime, earning unparalleled prestige for the scholar.

In a remote mining town near the Harkune Mountains, a mining accident exposed a small chamber from which a few small Vell artifacts were retrieved. The miners didn't realize what they had found. Some hung onto the trinkets as oddities or swapped them for something of greater value to them, like wine or ale. Eventually word of this find reached the academy, and leading Vell scholars mounted an expedition at once. The chamber the miners unearthed turned out to be a tiny antechamber, beyond which lay a vast underground complex containing untold treasures of the Vell, completely untouched. Most incredible of all was the discovery of an intact Vell skeleton. The scholars didn't dare move the find for fear of destroying it. They returned to the surface and had that mine shaft sealed, directing the miners to other areas. They sent a messenger to the academy with news of their discovery, and then returned to their exploration.

Soon, however, the scholars began to fall ill. Many experienced hot flashes and chills. Villagers began to succumb to the same symptoms. Within a few days the disease progressed to its next stage: a rash of red blisters on the palms, feet, rump, genitalia, and finally the face. Shortly after the appearance of the blisters, the victims experienced a loss of balance, overwhelming fatigue, and loss of physical energy. Later symptoms involved a rash and oozing blisters.

All members of the expedition and two-thirds of the town died from this new disease, which came to be known as feeblepox. Since the mining town was isolated, it might not have spread beyond its confines at all had the messenger sent by the scholars not contracted the disease, as well. The messenger spread feeblepox at every tavern at which he paused on the way. He never made it back to the academy, succumbing to fatigue at a roadside inn and dying soon thereafter.

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EFFECTS OF THE FEEBLEPOX

The pox, communicable by contact during its early stage (which, before the blisters appear, is difficult to detect), ripped through Antara like wildfire. Chail closed its borders immediately to prevent exposure, which proved successful. The pox struck indiscriminately at all levels of society, from the poorest beggar to the wealthiest baron, including the emperor's wife of 34 years. Priests of the Triune were able to cure the disease, but the process left the healer exhausted and the victim weak and vulnerable to other infections. The emperor's wife did not, in fact, die of feeblepox, but rather of pneumonia contracted after being healed three times in rapid succession for feeblepox and two resulting illnesses.

So, too, died Lucas Shoan, the Hand of the Children of the Triune. As he was already advanced in years, the pox acted quickly on Shoan, and healing him was difficult—the more so because he denied his condition for so long. By the time his people cured him, the disease had wracked his body and left him vulnerable to minor infections, one of which stopped his heart.

A Child named Fellich Marr assumed the Children's leadership upon Shoan's death. One of his first actions was to turn Shoan's death into a rallying point for the people. Marr declared that the pox was attracted to the impurities of the impious. The Children, Marr claimed, were praying for the deliverance of the people from the scourge of the pox—praying to the Triune for the salvation of the impious. To demonstrate that his sect was really no different from even the most reverent of the Triune's faithful, Marr told the world that Shoan had allowed himself to contract the disease, hoping it would sway the Triune to believe him. Marr appealed to the people to join him in making sure that Shoan's sacrifice was not in vain. The people responded, flocking to temples and filling the daily ceremonies to capacity, overflowing into the streets in some places. The priesthood's influence rose to levels unseen in centuries.

As the pox spread, so too did the belief that the Grrrlf were somehow responsible for it. Humans had regarded Grrrlf with suspicion, distrust, or hatred since their first encounter centuries ago. Although Grrrlf society had become less violent since that time, humans had neither forgiven nor forgotten. Grrrlf figured prominently as salivating villains in epic stories and as shadowy monsters waiting to devour hapless and naughty children in fireside

cautionary tales. Most scholars and educated nobility had come to accept and welcome the Grrrlf, knowing that their days of savagery were in the past. Certainly merchants and traders appreciated the goods they sold, including their unusual crafts and superior woodwork. People with open minds were enthralled by the haunting echoes of their music and soulful voices, delighted by their graceful acrobatics, and aroused by their carnal dances. Upper classes understood that the Grrrlf had a rich culture to share. But the lower classes couldn't see past their prejudice and xenophobia. And in recent years, even some of the educated and wealthy, who should have known better, succumbed to fear.

The tragic irony is that the Grrrlf, immune to the pox, in fact tried to help villages that were struck down by it. As Grrrlf packs heard stories of the deadly plague, they ventured into affected villages and tried to provide supplies and care for the ill. Instead, they were greeted with fear and violence, driven away from the very people they had hoped to aid. As stories of such events spread, the cause of the disease was confused with the effect. Instead of coming to help the pox's victims, the reasoning went, the Grrrlf brought the pox with them. With such beliefs running rampant, a new cult emerged. A seeming offshoot of the Triune priesthood, they called themselves the Shepherds, after the fabled garrison that guarded the border between human and Grrrlf lands in the years after the Grrrlf War. Led by a mysterious figure claiming to be a direct descendent of the captain of those original Shepherds, this group called for the complete extermination of the Grrrlf. Eager to find a scapegoat other than their own impieties, the Shepherds found support in the despairing populace. The Shepherds' timing was impeccable. Soon after their campaign against the Grrrlf got underway, incidents of the pox started to decline. This, of course, leant credence to their assertion that the plague was spread by the "filthy dogs."

The pox gradually ran its natural course. The most susceptible humans fell first, with scores of others following. The hearty, naturally resistant, and wealthy—who were able to pay the exorbitant tribute required by the priesthood for healing—remained. The working class was decimated, and economies that depended upon them crumbled. Famine nipped close at the pox's heels, claiming even more lives. Foreign trade encroached upon Antaran monopolies. Inflation escalated out of control. The Antaran economy was devastated, and the empire was weakened. In short, it was ripe for invasion.



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THE MEHRAT THREAT

When the Antaran Empire was forged, Emperor Valorian sent troops southeast to seize control of the fertile Piandan peninsula. With those lands under his banner, he turned his attention westward. His push in that direction brought the Ambra and Quavain regions into his fold, sending many inhabitants fleeing across the Glassrock Mountains into the neighboring kingdom of Mehrat. There the Empire's expansion was ultimately stopped, unable to penetrate the sheer slopes for which the mountains were named. The power of Antaran mages was inexplicably weaker in these mountains, and the natives knew the terrain better than imperial forces did. The Mehrat Kingdom defenders were able to hold out against the Antarans, seemingly indefinitely.

Valorian died while conflict still raged in that region. His son realized the futility of the battle. One of his first acts upon assuming authority was to recall imperial forces and accept defeat, turning his attention instead to consolidating the gains his father had made and ensuring that the empire would endure.

History later proved Antara's western realms to be the most troublesome region of the empire. Ambra and Quavain refugees in Mehrat wanted to regain their lands from Antaran control, and many left behind in Antaran territory shared their goals. The imperial army established numerous outposts throughout the western realm. Mehrat periodically forayed into Antaran-held territory, but the Antaran lines always held, and Mehrat was always driven back over the mountains, unable to reclaim any land.

With Antaran ranks depleted by feeblepox, however, the Mehrat Kingdom saw its opening. Its forces surged over the mountains and struck quickly, overrunning the weakened Antaran outposts. By the time the emperor could reinforce his defenses, Mehrat held both Ambra and Quavain. Now the western border of the empire became a hotbed of skirmishes and conflicts. Antara still seeks to regain what it held for centuries, while Mehrat wants to make Antara pay for its long years of frustration by pushing even farther into Antaran territory.

The Mehrat haven't been the only ones to capitalize on Antara's weakness. With Antaran trade severed, barely a handful of ships could be found in its vicinity. Pirates, normally content to ply the seas for bounty, instead turned toward land and began sacking towns and villages along the empire's eastern coast. Undoubtedly their ranks were swelled with desperate men whose lives were devastated by the pox, the trade embargo, and the war with Mehrat.

With the emperor's attention focused on the western border, there have been few resources available to address the piracy problem. The impact of the raids has been heightened by a food shortage in many regions, a combined result of drought and lessened production because of feeblepox. Concerned guilds have hired Chail mercenary vessels to patrol the seas and supplement the Antaran navy, but this has caused its own share of problems.



Antaran Politics and Guilds

—by *Thomas Salazar of Burlen*

The Antaran Empire is thoroughly corrupt. Bribery, nepotism, favoritism, and intrigue are the norm rather than the exception. Most imperial functionaries are far more concerned with lining their own pockets than they are about fulfilling the duties of their office. The empire is not oppressive; rather, it is merely unfair—and rotting away from the inside out, despite the generally good intentions of the emperor. Local governments tend to be less corrupt than the imperial government, since they are faced with the realities of their regions on a far more immediate basis.

THE EMPEROR

The emperor is a hereditary position that has been passed down through the Valorian line since the very first Antaran emperor. The position is not bound by gender: It can be held by men and women alike.

The symbol of rulership is the enchanted imperial cloak. This cloak does not automatically pass to the emperor's first-born son, as would be the case in most empires. Rather, upon the emperor's death, the cloak magically unfastens itself and locates its next wearer. Through some trick of wizardry, it judges all candidates for the throne and decides who would make the best caretaker for the empire. It flies, dematerializing if necessary, to that person and fastens itself around his or her neck, thus cloaking the new ruler of Antara.

The emperor's main task in modern Antara is to manage foreign affairs and relations with other races. Most trade issues are left open to individual

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provinces and traders, but the emperor dabbles in this arena, as well. The emperor has the power to levy taxes across the empire, and these taxes form the basis for the imperial treasury. Generally, the emperor taxes the guilds, houses, and provinces and leaves it to those institutions to raise the necessary money as they see fit.

The emperor is also the ultimate champion of the law. Any citizen of the empire is entitled to seek audience with the emperor for dispensation of justice. This is usually a last resort, as an upheld verdict is often compounded with a much higher penalty.

The Antaran Army obeys the emperor as its commander-in-chief, although its daily affairs are managed by the imperial marshall and his lieutenants. The army patrols the borders of Antara against enemy incursions, and has an unquestioned right of passage throughout the realm.

JAEGERS

The Jaegers (JAY-gurs) are the noble families who hail from original Antaran stock, from the pre-empire days when Antara was still a kingdom. Their name comes from the fierce mountain cat known for its powerful leaps and distinctive spiked tail. The jaeger was the symbol of the Antaran Kingdom and is now the emblem of the empire. To reward the Antaran nobility for its support in the early days of the empire's formation, the emperor allowed them to incorporate the jaeger into their houses' heraldry, thus distinguishing themselves from the nobility of conquered realms and raising their own status within the empire.

Early in the empire's history, the Jaegers assumed many of the managerial positions within the palace and the empire as a whole. They have since become synonymous with the empire's administration. Their positions are so secure that they do not participate in the constant power struggles that occupy so much of the other nobility. This is not to say that there's no intrigue within the palace—far from it—but that intrigue is largely restricted to the ranks of the Jaegers themselves.

Over time, the Jaegers have come to regard themselves as an elite class above all but the imperial family. Involving themselves in the petty concerns of lesser folk—except when it directly intersects with their duty, rank, position, or office—is considered by most to be base and demeaning. But in truth, the Jaegers are no different from any other sector of the nobility. They jock-

ey for position like all the rest, and possess no particular ethical or moral standards—though they would have outsiders believe otherwise.

Jaeger society is the highest of the high. It is not, however, the most fashionable. Jaeger money is old money, and the Jaegers are very traditional in their ways. They may set the trends for high fashion, but their society is far more provincial than it is worldly.

Jaegers have a reputation for taking pride in their service to the empire. It's no exaggeration to say that they're the empire's most loyal supporters. This is hardly surprising, for should the empire crumble, they would surely lose everything—their lands, their wealth, and their exalted status.

THE SHIRA (GRAND COUNCIL)

Not far from the imperial palace is the Shira, a sprawling and majestic compound hosting the Grand Council. Representatives from every guild, house, and province serve on the council, which has as its main responsibility the disbursement of funds from the imperial treasury. The Shira is also in charge of the creation (but not the enforcement) of law, and the resolution of conflicts among guilds, houses, and provinces.

Guild members serve three-month terms, house representatives serve for six months, and provincial council members sit in the Shira for a year. Jaegers never serve on the council, since they are responsible for monitoring its adherence to the law. These terms were set by the emperor when the Shira was established. Terms are intentionally brief to curtail the power of any individual or group. Nobody is allowed to serve two terms within a three-year period—again, the better to keep power bases to a minimum. This, at least, is the intention. In practice, favors and bribes are commonly exchanged to circumvent the rules. Some seats are traditionally shuffled among family members, achieving a conservation of power within that small group.

Despite the brevity of the term, service on the Grand Council carries a great deal of status and can be an avenue to power and wealth. It's only a very inept representative who fails to leave his term with a substantially heavier purse than before. This is because, in addition to the frequent bribes offered to sway council members' votes, representatives act as diplomats and negotiators amongst all the various factions of the empire. For example, someone from the Shiran's house might wish to marry a daughter into another house. The Shiran, having access to a representative of that house, might be paid to

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broker the deal. Of course, the Shiran would likely have to pay the other representative a portion of the fee. And so it goes. Shirans traffic in the currency of power, information, and access to authority. Many are the people who will pay for some or all of the above.

IMPERIAL CONSULS

Appointed by the emperor, imperial consuls represent the emperor in every major city of the empire. The power of consuls is limited and often transitory. Consulate terms can be lifelong or extremely brief. Since the position carries prestige, consuls always strive to lengthen their terms and remain in the emperor's good graces.

Consuls function as the emperor's eyes and ears in every city. They serve mainly in an advisory capacity, although they do carry the full weight of the emperor's authority. An order from a consul is considered to be an order from the emperor himself. This authority was used extensively in the empire's early days, but is rarely used in modern times. Theoretically, a consul could issue an imperial order on his own authority, but the consequences of such an action would be severe.

The consulate is also the hub of the empire's espionage and communications efforts within a city. Enormous numbers of communiqués and couriers pass through the consulate daily.

LOCAL GOVERNMENT

Each province is managed on a local level by a governor. The position of governor is hereditary, though just as the emperor can revoke a consulate, so can the Shira revoke a governorship. A governor typically subdivides his domain, parceling out management tasks to other nobles like feudal titles. The governor has great latitude in how he runs his province, subject to the overarching laws and policies handed down by the emperor and Shira.

High justice—for crimes of murder, rape, robbery, and the like—is reserved for the Triunal. Low justice—for lesser crimes like petty theft, fraud, minor assault, and cases involving commercial transactions and property—is the domain of the local government. The manner in which justice is dispensed varies by region. In some provinces cases are pleaded before the local lord, who renders a verdict. Other regions use a court system modeled after the Triunal, with a judge presiding over a jury of nine.

GUILDS

Guilds are formed when practitioners of a trade band together for mutual protection and assistance. Some guilds are organized empire-wide, with local chapters taking direction from the imperial headquarters. Others are locally organized, and communicate with similar guilds in other cities but have no direct organizational ties to them. Each guild has evolved according to its own peculiar political and economic circumstances.

Guilds set prices and regulate quality. They also lobby local and imperial governments on behalf of their members. For members without powerful families, the guild fills that role by providing strength of numbers, resources, and representation. Guilds are fiercely protective of their members, but equally harsh when handing out discipline.

The strength and influence of guilds varies by city. Generally speaking, the more practitioners the guild claims, the more power that guild wields. Of course, some guilds have greater power simply by virtue of their trade. The imperial textile guild is the largest and most powerful, with shipping, banking, and various smithing guilds next in line.

All guilds have certain characteristics in common. First of all, for practitioners of many trades, membership in guilds is mandatory. This isn't enforced by imperial or local law, but by the law of the people. Practicing a trade without joining the associated guild is a sure invitation to "accidents."

Guild members pay some form of dues to the guild. This varies, and can be either a flat fee or a percentage of monthly income. This money goes to the guild treasury, ostensibly to pay for services the guild provides to its members. In practice, of course, much of this money lines the pockets of the guild leadership. Guilds are led either by a single guildmaster, with a subordinate group of assistant guildmasters, or by a master council, comprised of a varying number of masters of the guild trade.

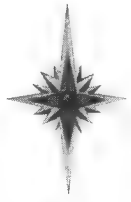
Common laborers are never represented by guilds, regardless of the trade in which they are engaged. Guilds represent business owners and managers, not the workers who toil for them. In fact, laborers are prohibited by law from forming or joining guilds. The reason is simple: Organization is power, and keeping that power away from the masses maintains the status quo for the wealthy. This is particularly true for the powerful textile guild members who, employing more laborers than any other guild, stand to lose the most should their workers become organized.



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Antaran Religion: The Triune

—from various sources

The Triune can be thought of as a trio of deities that watch over Antara, or as a single deity with three separate incarnations: Kor, the warrior; Senaedrin, the nurturing mother; and Henne, the child.

“The Triune” can refer to the deities themselves, or to the three-armed religious organization that worships these three deities.

TRIUNAL PHILOSOPHY: BIRTH OF THE WORLD

The Triune was not always a three-faced god. At one time, it was one of several “Powers,” beings of an ancient race that once roamed free and rampant across the Universe.

The Earth was crafted by one of these beings as a gift of love and devotion. This being, known as the Creator, breathed life into all things. She fashioned the trees, rocks, plains, birds, animals, and oceans, giving them each a spirit and a name. In doing all this, the Creator made a balance. All things lived equally in harmony, and like a bauble of great beauty, the Earth was left to be admired in its delicate balance. The Creator and her partner traveled through the Universe, occasionally pausing to touch the Earth and remember the gift of love.

When their child reached an appropriate age, the Creator showed him the Earth, still spinning in harmony and beauty. Fascinated, the child begged to be allowed to stay to admire it. Seeing no harm in doing so, they left their child with the Earth, promising to return shortly. Eons passed. The child, in his loneliness, began to take more of an interest in the Earth his mother had created. He saw in its creatures and its nature her reflection. He reached into the Earth and innocently touched some of the creatures, giving them a heightened awareness. In that touch, he realized the scope of his own power for the first time, and opened his eyes to the Universe. From this point forward, he is referred to not as the child, but as the Power, and would later come to be known as the Triune.

Turning to look at the Earth with his new eyes, the Power watched in dismay as Earth lost her balance and harmony, spinning into an age of darkness

and chaos. His parents had left him untaught, untrained, young, and alone. This, then, was the price of his learning. Reluctant to touch the Earth again, the Power vowed to watch and protect her until the Creator returned to set things right. As time went by and the Creator did not return, the Power felt that the creatures of the Earth could re-establish the balance for themselves. Out of love for the Earth and her Creator, the Power began to speak to the creatures. Some responded, and through them, the Power began the long work of weaving a new harmony, returning the Earth to innocence.

THE FOUR AGES OF SENTIENT RACES

The Triunal philosophy divides the history of sentient races into four ages. First was the Age of Innocence, when all creatures lived in harmony and knew their places. Then some of the creatures gained a heightened awareness of self, which they called the Spirit of Sen. As the Spirit of Sen grew within them, these races began to see themselves as better than the rest of the Earth's creatures. Calling themselves the Sentenna, the sentient races brought about the Great Separation. The Sentenna began to feed upon animals and strip the Earth of her bounty. They began to fight. Races segregated, feeling hatred and fear for the first time. The Earth plunged into the Age of Ignorance, when all that was beautiful and harmonious was forgotten or destroyed. Race fought Race. Civilizations rose and fell. Lands were claimed and lost.

Then, out of the darkness and chaos, rang a Voice. The Sentenna were spoken to by a Power greater than any they had ever imagined. The Power spoke of peace and harmony, of a return to the time before the Great Separation. Some sentient races embraced the Power, learning from it, preaching the need for balance and harmony among the Earth and her creatures. Others rejected the Power and all it said, turning their backs on the Great Awakening. But to those races who opened their eyes and saw a glimpse of the Universe came both a gift and a terrible price. The Power showed them the beauty of the Earth as it was. They learned of its origin, of the Creator, of the balance that had been destroyed. They felt the guilt and the pain of the Power and felt the shame in themselves. The Power had interfered for only an instant, but they saw that they had allowed the Spirit of Sen to grow poorly, to guide themselves to selfishness and greed. And so the sentient races moved from the Great Awakening into the Age of Atonement. The races that follow the teachings of the Power believe the age will end with a Great Redemption

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and a Return to Innocence. Other races, who reject even the existence of the Power, have either found others to worship or they remain godless.

The Vell, an ancient race by man's standards, was the only race of the Sentenna to fully embrace the Power and all he taught. The Power formed a close relationship with the Vell, believing that the Earth's redemption would come through them. But the Vell turned their backs on the Power and were destroyed. Their destruction had a profound effect upon the Power, splintering him into three parts. Never again could he love so freely or interact so closely with the creatures of Earth. The broken Power withdrew for a time to heal and to mourn the loss of his people. When he again approached the creatures of Earth, it was as a splintered being. Calling itself the Triune, it appealed to a new race, man. It came to man seeking help and pleading for the balance of the Earth. Man lent half an ear, and three small sects formed, one for each part of the Triune. These sects segregated further over time as philosophies digressed and teachings became interpreted differently. But despite their differences, the three arms of the Triune all believe in the Four Ages of the Sentenna, and all work for the eventual reunification of their god.

THE ARMS OF THE TRIUNE

The Triune's three personalities led to the instigation of three religious sects: the Sisters of Senaedin, the Brothers of Kor, and the Children of Henne. Each so-called "arm" of the Triune is spoken to by a different face of the god. The three sects fill different roles within society, both in secular and non-secular capacities. Although they occasionally overlap in function, the sects rarely interact except at the highest level, where the high priests and priestesses meet to guide the church as a whole in its role within the empire. Externally three facets of the same religion, the church is internally divided along lines of belief and power. Although they follow the same god, the three sects have developed widely varying philosophies and styles. As such, they rarely agree and are in a constant struggle for power within the church and the empire.

The Brothers of Kor

The Brothers of Kor hold as their main tenets propriety, benevolence, loyalty, good faith, duty, and justice. The three main aspects of their beliefs are protection, justice, and knowledge. The priests of Kor consider themselves protectors of the faithful. Long ago the Brothers of Kor instigated a time of purification, when they attempted to purge mankind of those who did not

believe in the Triune and the Great Redemption. They felt the nonbelievers would prevent the rest of the human race from achieving a pinnacle of virtue and the Return to Innocence. But eventually this savage time gave way to a calmer, more peaceful age of knowledge and benevolence. The brothers took on the roles of teachers, historians, and heralds of justice, but have never lost their militant roots. Hence, all candidates for the priesthood are trained as warriors. The church knights, as they are also sometimes called, are fierce protectors of the Triune and its interests. The emperor has found them a worthy ally in time of need.

Training for the priesthood is a five-year commitment and is restricted to males only. Priests return to renew their training every five years thereafter, keeping a sharp edge on battle skill and staying abreast in their field of study. All training takes place in chapter houses. Since all priests are celibate (the brotherhood is their family), many of them live within the chapter houses, although they are permitted to seek housing elsewhere. Chapters are housed in stone holds and are located in almost every town and city throughout the empire.

Most priests fulfill their civic duty as judges, teachers, historians, or librarians. Each chapter maintains a library, since the followers of Kor are the keepers of knowledge. All priests contribute to the chapter houses and are involved in some aspect of the many services held there.

The services held at the chapter houses, and the teachings therein, encourage atonement through ritual. Through rituals, their dogma states, the mind is forced to a higher plane in which the Spirit of Sen can be tamed and controlled. People must purify themselves and their environment to achieve the pinnacle of virtue required for the Great Redemption. The Brotherhood of Kor is a religion of repeated prayer, precise music, measured steps, and solemn adherence to rules.

The Sisters of Senaedrin

The Sisters of Senaedrin believe that the path to the Great Redemption can be found through inner peace and harmony. The Spirit of Sen need not be denied or controlled, but rather guided into a harmonious existence with the rest of the Earth. Their basic philosophy is based on natural simplicity, balance, effortless action, compassion, and empathy, and is cyclical in nature. The three aspects of their faith are birth, growth, and death.

Candidates for the sisterhood undergo six years of training. Most priestesses learn herb or healing lore, and serve the people as doctors and pharma-

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cists. Priestesses form loose regional circles that work together to serve the needs of the people. They dress in robes of deep blue and silver and bear a mark upon their faces as a sign of their commitment and dedication.

Services to worship Senaedrin are held outside to emphasize the desire to live in harmony with the Earth. Priestesses are often called upon by the people to perform birth and death rituals, as well as the blessing of fields and the gift of fertility. Since they preach simplicity and Earth balance, priestesses have almost no possessions of any kind. They reject the trappings of society and live as their teachings say: in harmony with the world around them.

The Children of Henne

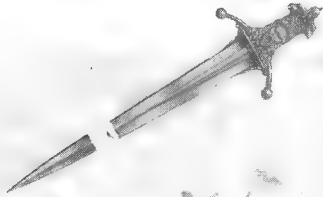
The Children of Henne are priests of both genders. The Triune speaks to them as Henne (HEN-uh), who has no gender and represents the innocence of the god. The Children believe that the Great Redemption can be achieved only by those who are childlike. The heart of the child is full of laughter, music, creativity, and wonder. The Children preach that the Spirit of Sen must be brought back to innocence before mankind will follow. Their philosophy is centered on the concepts of freedom of expression, joy in creation, and laughter. The three main aspects of their religion are destiny, luck, and inspiration.

Daily services in the name of Henne are accompanied by music and dancing. Priests often dress in bright colors and a wide range of styles. Their semi-annual festivals at midwinter and midsummer are public affairs of such beauty and celebration that many otherwise less-than-devout folk join in the three-day revelry.

Priests of Henne often fulfill their civic duty as teachers, performers, and practitioners of the arts. The priests give their services free of charge, but since all of their art, music, and teachings are religious in nature, the guilds rarely have reason to complain. On the contrary, they are usually quite happy to avoid learning the long mythic ballads and iconic artwork favored by the priests of Henne.

Because of the nature of their Triunal phase, the priests of Henne maintain a loose organizational structure with few rules and regulations. The current high priest typically defines how the sect functions during his or her time of guidance. Partially because of its lack of organization, and partly because of the nature of its worship, this sect has never had a strong seat of power within the church. Its strength has always come from placing its weight either with the father or mother sect, breaking votes, and playing one off the other.

THE TRIUNE'S APPEAL TO MAN



The following tale (The Triune's Appeal to Man) has been translated from extremely old texts. Certain details may have been altered during the translation, but the basic premise remains intact.

— Vaevicius

When the Triune first spoke to man, it appeared before a great assembly. The face of the three-fold god appeared and spoke with a single voice. As the tri-harmonic voice spoke, a vision appeared showing the origin of Earth and the history of the Sentenna.

At the sight of all this, the assembly trembled. One man, a warrior, stood forward and swore to take up the quest and the teachings of the Triune. Upon hearing this, the single face of the god drifted apart into its three distinct identities. The warrior spun, and slowly the face of Kor, old and knowing, strong as a mountain in a storm, drew near to him. The man trembled, gravely kneeling before him and proffering his sword to the god. Kor did not touch the sword, but it began to glow from within as if the fire of truth were embedded in the very metal of the blade.

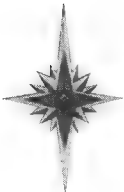
Kor named the man Soren. Soren turned to the people, raising the sword above his head. Men flocked to him, and he passed between them, leading a long line of believers to a new faith. Kor looked after these men for a time, then withdrew.

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The Triune shifted again and Senaedrin, wise and peaceful, cast her timeless eyes over the crowd. Three women, one young, one old, and one of middle age, fell to their knees and wept as Senaedrin's voice rang in their heads. Casting off their clothes and laying aside all they carried with them, these three came to stand before the god. Senaedrin looked upon them and smiled, leaning down to kiss each of her priestesses on the forehead. Without looking back at the crowd, the three walked off into the distance. Many women broke from the crowd to follow them, leaving behind their husbands and children and all they had ever known.

Now Henne looked laughingly on those still assembled. Music filled the air, as well as light so bright that many were half-blinded. As the music's tempo increased, a dance began. Few at first, and then many, joined in the whirling, prancing mob. Others turned away, returning home to tend to their fields or sheep or business. As they walked, the memory of what they had seen faded from their minds, becoming no more than a whisper in a dream. At dawn, those still dancing finally slowed and looked at one another. Their clothes had changed into the stuff of clouds and were of every imaginable color. The trees had grown together above their heads to shelter them from rain. In the morning sun, the world sparkled and shone like Henne's eyes. The priests of Henne joined together in a song, and with the magic of that song they constructed Henne's first temple.

And so began the three sects of the Triune. For a time, they remained completely separate, building their individual faiths and communing only with the face of their own Triunal phase. After a time, the priests of the Triune began to venture out into the world, to return to the people from which they came, bringing their teachings and beliefs with them. For the most part, these "fanatics" were laughed at and ignored. The priests of Kor, who preached with the strong voices of warriors, gained the most support, and grew quickly. The priestesses of Senaedrin were cast out as witches and lunatics, and withdrew into their woodland temples. The priests of Henne, still gaily robed and full of laughter, gained some support, but only because of the entertainment they provided. Few listened to the messages in the beautiful ballads they sung or understood the symbolism in their inspired artwork.

Discouraged, the high priestess of Senaedrin appealed to the priests of Kor, requesting an audience with Soren. Soren, now an old man, saw the need for unification of the sects if their splintered god was to mend. He called upon

the high priest of Henne to join them, and together the three appealed to the people. Now a consolidated church was formed, and the sects rapidly gained in popularity. Over time, they achieved a balance of sorts. Although the priests of Kor were still the most popular and the most powerful, the other two grew enough to once again assert their independence. Now firmly established within the empire, the church is united externally at the highest level, where the leaders of each sect frequently meet to guide the church as a whole.



A Treatise on Magic

—by *Iulus the Shadow Mage*

Reality is composed of multiple dimensional planes, with worlds sprinkled throughout. These planes are not quite parallel to one other, and thus there are many points (lines, to be exact) at which they intersect. If two intersecting dimensions happen to have worlds at the same point along a line of intersection, those worlds may, in a certain sense, overlap. Such is the case with Ramar, in our dimension, and a world in the ethereal plane.

The coexistence of these two worlds places a great deal of stress on the dimensional boundaries, causing dimensional fractures to exist. These fractures are gateways of a sort, bridging the gap between the two worlds.

As oxygen and other chemical elements permeate our dimension, mana permeates Etherea. Just as water seeks its lowest level, mana from Etherea flows through the fractures into Ramar. This mana is the power that makes magic possible.

Mana itself is not magic; rather, mana conducts magical energy, much as certain elements conduct electricity. Ramar is blanketed with primal, magical forces unseen and undetected by most of its denizens. The presence of mana allows some people to detect and manipulate the awesome forces surrounding them. With experience and training, they can isolate different types of forces and weave them into many kinds of otherwise impossible effects.

These people, known as mages, can sense when magical forces are being manipulated by others. If a mage sees another mage wield an unknown mag-

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ical force, he can sometimes grasp how to manipulate that force himself. Experience is thus a vital part of magical training.

Channeling magical power through a person's body has a price, however. Even the simplest of "spells" weakens the spellcaster, although perhaps not enough for him to notice. He regains his strength over time, but it has been proven time and again that an incautious mage can actually kill himself by wielding too much power at once.

Despite their often remarkable powers, mages are no different from the average human. They have the same needs as everyone else. Some choose to use their abilities to help others, while some help only themselves. In the best of cases, mages are sponsored by noble houses and given room, board, resources, and great latitude in how to use their powers in exchange for service to the house. Other mages hire themselves out to anyone who will pay.

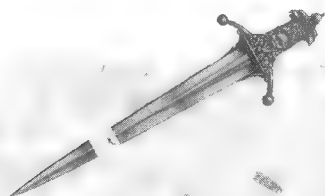
There are still other paths for a mage. For example, some inevitably join the clergy. A very few become itinerant samaritans. Some, corrupted by their own power, apply it toward wicked ends. These are quickly brought to a bitter end; mages are afforded a degree of leeway by the emperor, but any who act against the empire itself or become too great a public menace are hunted down for the greater good.

As with any talent, some people are better at magecraft than others. But there are some who cannot rightly be called mages, despite their ability to perform magic. These witches do not weave magic intellectually, in the same way that mages do. Rather, they just have a natural affinity for a particular force, and without truly knowing how they do it, they manipulate that force in a particular way. Invariably, such witches can produce only a single effect with their limited skills. A few can vary the strength, intensity, area, or other aspects of the effect. A sad few have no control over the effect at all, and unfortunately, the effects they produce are rarely useful. Some of these out-of-control mages pose a legitimate threat to their own health, as well as the health of others.



The Races of Ramar

—from various sources



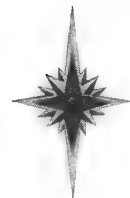
The following pages are an introduction to the Grrrlf, the Tr'Kaa, and the Montari, three races of nonhumans that the traveler is likely to meet during his travels. The Montari section is somewhat smaller than the others, as little is known about this secretive underground race.

—Vaevious

THE GRRRLF

Grrrlf are bipedal and tailless wolf-men, with shaggy wolflike manes and fine hair covering the rest of their bodies. The shape of their spines and shoulders betrays their quadrupedal ancestry. Their language is guttural and throaty. Today they are known to scholars as a noble, spiritual race, but this wasn't always their reputation.

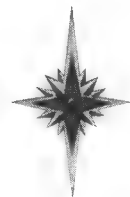
The Grrrlf were originally an aggressive, bestial race whose society demonstrated little structure or civilization. They existed as nomadic packs, loosely organized by a strict order of dominance: The weak served the strong, with the strongest male leading each pack. They hunted, used basic tools, and called upon the mythical spirits of nature to guide their actions. They rarely stayed in one place for very long, although each pack claimed a wide area as its own territory.



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History of the Grrrlf

When the Vell disappeared, the Grrrlf soon spread into the land that the Vell formerly occupied. There they encountered the Tr'Kaa, whose culture at that time was largely the same as it is today, save that they nested in trees, rather than mountain hollows. The Grrrlf preyed upon the Tr'Kaa, as they were unwilling to share their territory with other races. Tr'Kaa are capable fighters, especially with their sharp talons and beaks. But their hollow bones are weak, and the Grrrlf easily overmatched them. They quickly learned to stay out of the Grrrlf's reach, dropping heavy stones upon their wolflike foes, but the Grrrlf retaliated by developing bows, and soon were capable of slaying Tr'Kaa from a distance with surprising accuracy. Ultimately, the Tr'Kaa had little choice but to retreat to the mountain peaks and stay well away from the Grrrlf.

As the Grrrlf continued to expand their territory, they eventually encountered humans and reacted to them in much the same manner as they did to the Tr'Kaa. The humans, overmatched by the Grrrlf, were chased out of the greater Harkune region. Some fled westward over the Glassrock Mountains, while others took to the sea. The Grrrlf had the land to themselves until the humans returned, this time armed with potent magic. The Grrrlf underestimated the strength of magic and failed to unite. Only when it was too late for victory did the survivors, pressed back to the Ulrich Mountains by the marching human armies, hold a conclave and unite their packs for the first time. But it was all for naught. After four days of furious fighting, the Battle of Ulrich ended with a Grrrlf retreat across the mountain range.

Transformation of the Grrrlf

Ironically, the Battle of Ulrich and its terrible death toll, or perhaps the rampaging magical forces unleashed over the course of those four days, were responsible for a transformation of the Grrrlf race. As the Grrrlf staked out new terrain and recuperated from their losses, they slowly began to return to their former life. The Grrrlf divided once more into packs and roamed the great wooded land north of the Ulrich Mountains. But strange things began happening. The Grrrlf began having visions. At night, some Grrrlf thought they saw faces in their campfires—flickering visions of the dead, shimmering in the smoke and flame. Some saw strange reflections in lakes and streams but, when they looked again, saw nothing. The wind carried echoes of distant memories.

Antaran History and World Primer

These events grew more frequent. The visions became less ephemeral, and more distinct. Those who had doubted before could no longer refute the evidence of their own eyes. The visions must be heeded! And the visions directed the Grrrlf to gather in the heart of a great forest.

At first some resisted these visions, but in the end curiosity won out over skepticism. Eventually, every pack found its way to the place they had seen in the visions. What they found was astounding: a seemingly natural bower in the wood, a place where the canopy of trees was so thick, it provided shade and shelter from the elements. Thick, low branches formed almost tunnel-like passages in the wood, opening into an occasional grove or grotto. When the last pack arrived, an eerie rustle swept through the trees. In the darkness of the bower, a soft glow shone like a beacon for the Grrrlf to follow through the winding byways to a cleft in the hillside. Beyond lay a simple system of caves warmed by hot springs from the earth, but the Grrrlf didn't explore this place until later. Initially, they were entirely focused on the churning forms appearing before them.

The wispy shapes looked like reflections on an invisible pond, visible when the light caught the ripples just right. There seemed to be dozens, perhaps hundreds of forms in the shimmering mass, stretched out of proportion and billowing throughout the chamber like smoke in the breeze. The Grrrlf shifted nervously, their ears flattening as a sound registered on their hearing—a low moan, faint but growing louder. As it grew, the shifting wisps began to coalesce, merging into a single towering form as the moan intensified into a keening wail. Finally, it became a soulful howl, seeming to emerge from the depths of the Earth itself.

Before the assembled Grrrlf hovered a glowing Grrrlf unlike any they had ever seen. It was physically the same as any Grrrlf, but it possessed an unearthly presence. It steadied itself and surveyed them serenely, its carriage bespeaking untold wisdom and knowledge. But most striking were its eyes. One shone with the joy of enlightenment, of expanded consciousness, of becoming. The other made onlookers weep at the depth of the sorrow they saw there, the sorrow of reflection, awareness, and understanding.

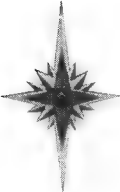
What caused this Grrrlf-spirit to appear? Something unusual had happened on the battlefield with the humans. Death, on a scale unparalleled in Grrrlf history, combined with the magical forces unleashed there, had awakened something: an awareness the Grrrlf had never dreamed existed. It was a link to the past they didn't know they had. Somehow, the spirits of the slain

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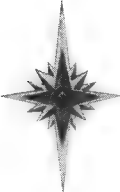
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Grrrlf had been linked to the souls of their descendants—not all, but some. And with that link came the understanding of how much more the Grrrlf could be, how much more meaning their days could have, and how much their own warlike natures had been holding them back from this revelation.



The spirit explained that they were bound to this place, their ancestral den, from which the Grrrlf had first emerged with the spark of life and intelligence. And it was there the Grrrlf needed to return to take the next step, and fulfill the potential that had been revealed to them.

Aftermath of the Vision

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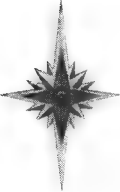
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With this new link to their past anchoring them and giving them focus, the Grrrlf began to change. Over time, their bestial nature was suppressed as they developed a greater spirituality. They strove to become greater than they were, to achieve harmony with themselves and the world around them. Mastering the beasts within them—harnessing it through communion with nature and their cherished ancestral link to drive them to greater heights—became every Grrrlf's personal journey. Today, the Grrrlf have largely succeeded, but they have not expunged the beast completely. They remain vicious warriors when provoked, though they avoid conflict whenever possible.

The basic structure of Grrrlf society remains unchanged. Packs still roam throughout the land, but now they return to the ancestral den at least once a year for a grand festival celebrating the first manifestation of their ancestral link.

The Grrrlf's transformation did not happen overnight. It came slowly, over the course of hundreds of years, and during that time they remained within their own lands, well away from humans. Humans didn't forget them, though. Indeed, the Grrrlf were a popular enemy in ancient ballads and a recurring monster in children's cautionary tales. Occasionally men would wander into the Grrrlflands, some hoping to challenge a Grrrlf, others doubting the creatures even existed. A few never returned, and those who did kept the stories of the Grrrlf alive.



As Grrrlf packs began traveling farther and farther from the den, inevitably some ventured into human lands. The first of such forays met with fear, hatred, and violence. These creatures straight out of human childhood nightmares learned to avoid contact with humans, but they harbored an honest

desire to offer friendship to the neighbors their ancestors had fought. They persisted. Ultimately, they discovered that city dwellers were far more open to their advances than villagers. Their superior carving skills created a strong demand for Grrrlf woodwork. Their music and dance, full of rhythmic interludes, dexterous acrobatics, and on some occasions, erotic gyrations, made Grrrlf performers popular at festivals and at court.

In villages and the hinterlands, among the less educated and enlightened, the Grrrlf remain feared and misunderstood—all the more so because of the feeblepox epidemic in Antara, which the Shepherds blamed on them and which the superstitious commoners believed.



The Tr’Kaa: Introduction to a Sentient Avian Race of Ramar

—published by the Burlen Academy

The world of Ramar is populated with a variety of sentient races. Among these is the somewhat reclusive avian people known as the Tr’Kaa. To our knowledge, the Tr’Kaa are found in five distinct regions: mountains, coasts, rivers, arctic areas, and tropical regions. We have found no evidence of communication between Tr’Kaa in these regions, with the exception of the mountain and river Tr’Kaa, who appear to share a unique relationship of frequent contact and occasional cooperation. Our studies have been limited largely to the mountain Tr’Kaa, who inhabit the high mountain regions of the empire.

We in the empire have developed a working relationship with the mountain Tr’Kaa. They have proven themselves to be swift, reliable (if somewhat flighty) messengers, excellent scouts, and aerial patrollers. They appear to be fascinated with our culture and are beginning to take a permanent place in our society. We will examine the ramifications to both our society and theirs presently.



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Background

The mountain Tr’Kaa appear to share a common history with us in that they, too, were long ago chased from their native treetops by the encroaching, territorial Grrrlf. After losing many of their numbers, the remaining Tr’Kaa banded together in the mountains and were able to keep the Grrrlf at bay. They claimed the high mountain regions as their new home.

Tr’Kaa numbers had so dwindled that procreation and protection became top priorities for the continuation of their race. Life in the mountains was harsh and dangerous. Consequently, this peaceful, carefree people became fiercely isolationist and lost much of their art and cultural expression to this dark time. Stories of a brighter time passed down through the generations, and from these, it can be concluded that many elements of their culture pre-date the Grrrlf invasion. It is our theory that the Tr’Kaa may have been native to this continent and that the current tally of five separate regions of Tr’Kaa habitation may be due to the scattering effects of the Grrrlf invasion.

Physical Characteristics

The Tr’Kaa stand about five feet tall and are very light due to their hollow bones. They are agile flyers and admirable aerial fighters, with their sharp beaks, nails, and long talons.

The Tr’Kaa mask and cowl serve no offensive purpose, but are an active part of defensive posturing and social status. The primary mask, including the beak and cowl, are cream-colored. The secondary mask, which forms during adulthood, is usually a rich brown. The cowl ruff, which begins to show in the parental stage, is soft and white.

Tr’Kaa stand and walk erect, but wear no clothing. Their basic gray and black feathers are accented by beautiful ornamental feathers in maroon, purple, dark green, dark blue, and sometimes brown on the wings, tail, and head. The chest and underbelly are cream-colored, but may be marked with vermiculation in the early developmental stages. Tr’Kaa often adorn themselves with jewelry, which they fashion from natural items such as wood, grasses, leaves, small stones, feathers, and bones. More recently, since their increased contact with humans, it has become fashionable to gather and display trappings of human society.

Life-Stage Molting

The Tr’Kaa have an average life span of 15 to 20 years. Their development is marked by life-stage molting, during which their physical and personality characteristics change. The life cycle of the Tr’Kaa breaks into six basic stages, with a molt marking the transition between each stage. Periods between molts vary in length.

1. Nestling (average duration: 6 months to 1 year).

From the time when a Tr’Kaa is hatched from the egg until the first molt, he is considered a nestling. Nestlings, like human babies, are helpless and require protection. They have little awareness of the world outside their homes. Their feathers are soft and downy, with no indication of their eventual ornamental color. The mask is open and soft, with almost no definition to the nail. Nestlings are short and stocky with stubby, useless wings and poor eyesight.

2. Fledgling (average duration: 1 to 1 1/2 years).

Fledglings are notoriously curious and excitable. They still live at home, but often venture out into the world to forage for food on their own. Still flightless until about one-third of the way through this phase, fledglings walk on wide, stable feet and often beat their wings for exercise. During this stage, the downy baby feathers fall out, and ornamental flight and tail feathers begin to grow. The mask becomes more defined, especially in the eye ridges and the nail, and eyesight sharpens. Cowl points begin to form, and individual characteristics become clear at this stage.

3. Young Adult (average duration: 3 to 6 years).

Young adults of the Tr’Kaa are often fun-loving roamers with little sense of loyalty or responsibility. They usually leave the nest shortly after their molt but do not yet build their own homes. In the interim, they travel and interact with their peers. This is the most likely time for initial contact with humans. For most Tr’Kaa, this is also the most social period of their lives. Adult feathers, including the ornamental ones, grow in during this phase. The secondary mask begins to develop in a rich brown, and the eye ridges and cowl points become more defined. At this point, eyesight has fully developed into the sharp, piercing vision of the adult. The feet are now slender, with long talons for defense and hunting. This stage ends with the acquisition of a mate. Some

PART TWO



Tr'Kaa never mate, but this is rare, and such Tr'Kaa usually do not live very long, perhaps due to arrested development.

4. Mated Adult (average duration: 2 to 3 years).

Part of the final mating ritual for the Tr'Kaa is the joint molt into the mated adult. At this stage, the mask and cowl solidify. Some mated adults maintain contact with humans and continue their duties as messengers. The mated pair build a home together and, over the course of the phase, prepare it for children.

5. Parent (average duration: 4 to 8 years).

Once a pair produces their first clutch, they tend to become fierce isolationists. They are aggressive toward strangers and very protective of home and young. Their primary focus is on family. The Tr'Kaa can produce at most one clutch of up to three eggs every two years. Once children molt to young adults, they are sent out on their own. The Tr'Kaa have little concept of family ties beyond the fledgling stage. During this parent phase, the nose ridge becomes definite, and the cowl ruff grows in.

6. Elder (average duration: 3 to 5 years).

Elder Tr'Kaa tend to be highly aware of the state of their race. Their years as parents are past, and they have had time to reflect upon their lives and the community. Most elders join their community's Elder Council, which convenes semiyearly. The cowl ruff of the elder becomes more prominent and wispy.

Community Structure

Tr'Kaa villages, called "wicks," usually form around a central, protected area reserved for celebrations, semiannual meetings, and defense against a common threat. Nests are built in the shape of domes and are constructed of stone, twigs, branches, and mud. Domes are often nestled within small caves, under outcroppings of rock, or in large trees.

Wicks are usually comprised of 20 to 35 nests. The Tr'Kaa are keenly sensitive to the need for private space. Because of this, no two domes are particularly close, and domes are never built in such a way that they face one another.

The mountain Tr'Kaa eat a variety of foods, including roots, berries, and meat—all of it raw. They hunt frequently, but seldomly in groups. As a general rule, the Tr'Kaa have no cultivated crops, and instead rely on the land to

support them. They are not a nomadic people, but if an area becomes barren, entire wicks will move to a more fertile location.

The Tr’Kaa concept of family is quite foreign to us. Unlike humans, the Tr’Kaa rarely maintain contact with their children once they leave the nest. Nestlings and fledglings are fiercely protected and carefully nurtured, but once matured, they are no longer part of the familial unit. A Tr’Kaa and his mate are the only consistent element of a family in Tr’Kaa society.

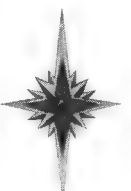
Each wick has an Elder Council made up of Tr’Kaa aged beyond their parenting years. In this elder phase of life, Tr’Kaa appear to become more community-oriented, and more involved in the preservation and growth of their people. The elders are charged with providing what little teaching the Tr’Kaa children receive. They also ensure that the few Tr’Kaa traditions are maintained. The councils convene at semiannual meetings, but we have no knowledge of what takes place at those meetings beyond discussions regarding the Tr’Kaa in general, their role in the world, and their interaction with humans.

The Tr’Kaa have a cyclical philosophy of life. As such, they have no real concept of right and wrong. They believe that everything is a phase and that eventually every phase will segue into another phase. Because of this, Tr’Kaa society has no laws, no judicial system, and no enforcers. Tr’Kaa also keep no historical records, though some stories are passed on by word of mouth.

Religion and Spirituality

If the Tr’Kaa worship a god or follow a religion, they have kept it carefully hidden from human eyes. We have found no trace of a religious or spiritual focus in their lives. The Tr’Kaa appear to believe only in living for the moment. We have tried to convey the human concept of soul to the Tr’Kaa, but have met with little success.

These avian people do hold several celebrations a year, but none of them seem to carry any religious significance. Midsummer and midwinter, each community gathers to welcome new members to the wick and to give memorials to those who have passed away. These festivals are loose, carefree affairs full of games and music. Tr’Kaa have a more somber holiday in early spring, but it is a private affair, and we’ve been unable to gather much information. We do know that the Tr’Kaa fast for several days on this holiday before breaking their fast at midnight with a sparing meal. Solemn dances are then performed by the young adults—pantomimes which we have not been able to decipher.



Music, Language, and Art

The music of this race is vocal only; the Tr'Kaa produce beautiful whistles entwined with complicated calls in their ancient language. Limited dexterity accounts for their lack of instruments. At celebrations, impromptu choruses often form, but there does not seem to be any official forum for organized music.

The Tr'Kaa spoken language is composed largely of sharp consonants and long vowels. Tr'Kaa can manage the common language of Antara with their agile tongues, but are sometimes difficult to understand due to their inability to produce pressed-lip ('m' and 'p') and fricative ('f') sounds. Tr'Kaa written language is comprised largely of glyphs and symbols. The Tr'Kaa do not keep records or produce books. They are fond of stories and poetry, but many of these are passed along solely by word of mouth.

The Grrrlf invasion brought Tr'Kaa culture to a standstill. In the centuries since then, however, Tr'Kaa have begun exploring their dormant artistic abilities. In modern times they often fashion beautiful jewelry of natural substances. These works have become quite popular in the empire, and the Tr'Kaa now trade them for human goods.

Medicine

The Tr'Kaa do not spend a great deal of time trying to extend their life spans or cure the few diseases that affect them. They are an extremely healthy people overall, though each wick does have a single healer.

Tr'Kaa healers are well-versed in herbal lore and what we think of as basic first aid. Some Sisters of Senaedrin have spent a great deal of time working with Tr'Kaa healers, learning their methods. The only new information we at the academy have thus far been able to gain from them is a formula for curing the loose-strife fever, a malady that affects Tr'Kaa as well as humans. We have not yet verified its effectiveness, but should the mixture prove useful, we will have yet another reason to be grateful for this growing relationship.

Human Interaction

Our interaction with the Tr'Kaa has been a slow in developing, and it is unclear how far back this relationship extends. There are ancient tales of flying creatures that came to the aid of the Shepherds left to guard the Grrrlf borders. Woodsmen spoke of large gliding shapes and mysterious music. But

Antaran History and World Primer

it was the Sisters of Senaedrin who brought us into official contact with the Tr’Kaa, when a small group near the mountains befriended the shy avian people. Rivers had flooded that year due to abnormal amounts of snow, and the Tr’Kaa community’s homelands were ruined. It was a bad time to move; the weather was still harsh, and there were many young in the nests. The sisters aided where they could and established a tentative relationship with the elusive Tr’Kaa.

After this event, the Tr’Kaa began to learn our tongue quickly. They willingly carried messages and small packs for the sisters who had aided them in relocating their wick. Word of the humans spread quickly, and many young adults hungered to learn more about them. Some left their wicks to seek fortune among their bipedal neighbors. Many of them traveled with gypsies, who readily accepted these strange new friends.

Over the years, as the Tr’Kaa have become more familiar with humans, they have become bolder. During times of disaster, Tr’Kaa often risk their lives to bear news and medicine more swiftly than man or boat or horse. What compensation they derive from this service, beyond satisfying their voracious curiosity, remains a mystery.

The messenger service that the Tr’Kaa provide us gives us an advantage thus far unique to human civilization. In addition, these avian people have proven to be excellent scouts and aerial patrollers. Although the empire has been at peace since this relationship has formed, the Tr’Kaa have become involved in several border skirmishes, always working to our advantage. There has been some talk of organizing the Tr’Kaa into an official military scout and patrol group.

However, we are hampered in that we have not as yet found a way to repay our helpful allies. We provide them with tools they request, but they seem reluctant to allow humans or human influence into their society. It has been said that the curiosity typical of Tr’Kaa young adults pulled a large number of them away from the wicks they are supposed to protect. That appears to be as much of an influence on Tr’Kaa society as the Tr’Kaa are willing to allow us.

Now that the Tr’Kaa are gaining official recognition and notice, we hope that they will allow us to learn more about their secluded society. The academy has a group of researchers dedicated to finding out more about this sentient race. If we can provide the Tr’Kaa with something they perceive as valuable, perhaps we can solidify this relationship into one that is mutually beneficial and will contribute to the advancement of the empire.



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THE MONTARI

The Montari are a race of rodent-like humanoids who live in elaborate underground cities. The only known Montari colony is located beneath Piandan soil, although the Montari have suggested that other colonies do exist. Given their ability to tunnel in areas that no humans can reach, this assertion seems quite likely.

Montari society is rigidly striated by hereditary class. Few humans are aware of any but the high-level Gold Montari, and fewer still have ever seen the other classes.

Black Montari comprise the lowest class of the Montari social order. Normally hidden away in the depths of Montari society, these rat-like creatures are the servants and menial laborers of the more evolved subspecies. Other Montari rarely suffer the touch of the Black. Black Montari are illiterate and seldom very intelligent.

Brown Montari are the craftsmen and skilled laborers of the underground race. Literate only to the extent needed for their craft, they are superstitious and typically don't react well to humans. Healthier than the Black Montari, this beaver-like breed also makes a formidable opponent if provoked.

The Grey Montari are the race's warriors and administrators. Born and bred to fight, these are the most formidable of Montari warriors. They have sharp minds for strategy and tactics, but little tolerance for other forms of learning. They are overwhelmingly practical and austere creatures, almost to the point of neurosis.

The fox-like Gold Montari are the rulers of Montari society. Ultimately, it is they who are responsible for the well-being of the other classes. They are very social creatures and enjoy the company of humans. Initially they viewed all humans as their equals, until learning about the human social structure. Now they view humans of rank or title as equals, while others are seen as their inferiors. Consequently, they are often found in the company of nobility, and seldom confer with commoners, although their generous nature and predilection towards gambling sometimes wins them acceptance at village taverns. They have a rigid sense of protocol, however, and are prone to taking offense at minor or even imagined provocation.

All but the Black Montari have eyes that are sensitive to sunlight. When traveling above ground, they wear special goggles to shield them from the sun.

PART THREE

General
Strategies

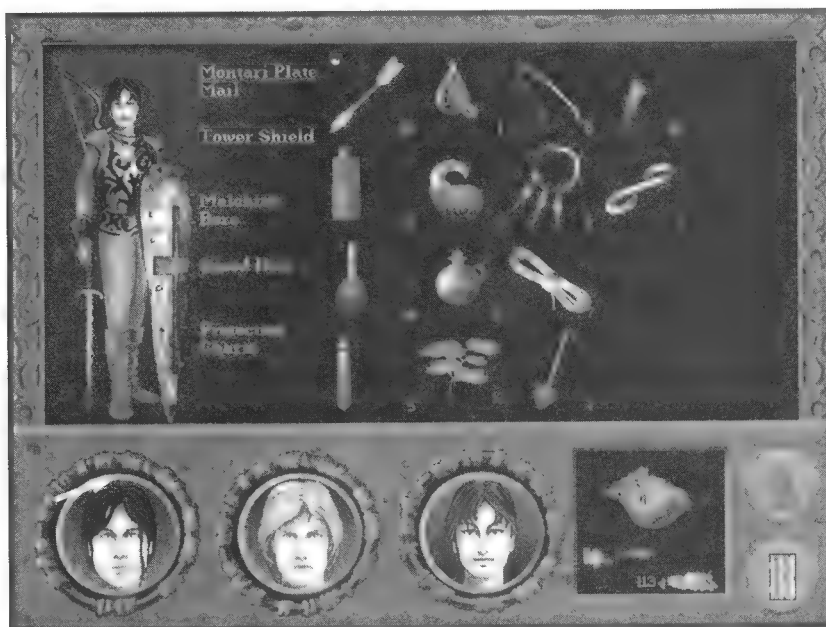
PART THREE

This chapter contains general advice on how to succeed in *Antara*. This is where you'll learn what gear to take on your travels, how to keep your party wealthy and in good health, how to keep the plot moving, and more. This chapter doesn't deal with specific plot information, however. If you're looking for specific solutions to quests, you should look to Part One for general hints, or Part Six for explicit walkthroughs of every game chapter.

Essential Gear

First, let's take a look at essential adventuring gear. There are all sorts of mundane, non-magical items you'll need on your quest, and it's a real pain if you don't have them when you need them.

Near the middle of the game, your party will temporarily split into two groups. In preparation for that time, you might want to get duplicates of certain important items. We'll tell you what gear to double up on in the following sections.



*Here's an inventory from late in the game.
It's stocked with useful gear*

FOOD AND BURLAS

The first thing your party needs is a good supply of food and burlas. The best means for acquiring food and burlas are discussed later in this chapter. For now, just bear in mind that a healthy supply of both is always necessary. Since your party can heal itself up to 70 percent of maximum health just by camping, and since food is required for camping, you should view food as a cheap ticket to good health. Run out of food, and you're just asking for trouble. Sure, you can still heal your party by magical means, but there's no substitute for a good meal and a full night's rest. And you don't want to waste valuable resources like senwater on ordinary cuts and bruises.

Here's a list of food items you'll encounter on your travels, along with notes on how quickly each food item spoils. Usually food spoilage isn't a major concern—but if you've stocked up on more perishable food than your party can eat in a few days, you'll see much of it go to waste.

TABLE 3-1 Food

FOOD TYPE	MAXIMUM BUNDLE	SPOILS IN . . .
Food Rations	14	Never
Roast Chicken	10	8 Days
Leg of Lamb	8	7 Days
Meat Pies	6	6 Days
Fish	6	6 Days
Cheese	5	5 Days
Bread	4	4 Days

As you can see from the table, food rations are the ideal food. They can be packed into large, compact bundles, and they never spoil.

It's food rations' enduring quality that really makes them special, not the large bundles you can pack them in. Since food items are stowed in a separate part of your characters' inventory, and hence don't crowd out other inventory items, there's no real disadvantage to having extra bundles of food.





USEFUL ITEMS

What else does your party need? Here's a list of general-purpose items you'll need time and again as the adventure progresses. You should acquire these items early in your quest, so you're guaranteed to have them when they're most needed. Food and burlas are relatively easy to acquire, but try finding a shovel when you're lost in the wilderness!



Torches

Maximum Bundle: 14

Effect: provide light for 10-16 hours (random)

Though Aren will eventually learn how to provide the party with magical light, you should always have a couple bundles of torches on hand. At least one bundle of 14 is required, though two bundles are better. There are several occasions when your party will need to explore underground areas with no natural light, and without torches, you'll be confused and frustrated.

Even after Aren gains his Light spell, keep those torches handy. If Aren gets injured, or if you're in a situation where Aren should conserve his stamina for combat, it's better to use torches than let Aren waste his strength on needless spells.

Whetstone

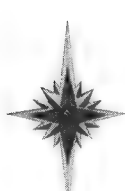
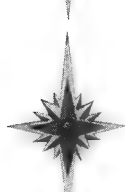
Maximum Uses: 14

Effect: If used on a damaged sword, it improves the sword's condition.

A whetstone or two can help you keep your party's swords intact. The amount of benefit conferred by the whetstone depends on the Repair skill of the person using it, the condition of the sword being repaired, and luck.

You can't sharpen a sword several times in a row. Swords can be repaired with whetstones only if they've been damaged since the last sharpening.

If you're fighting lots of enemies who happen to carry good swords, it's sometimes useful to throw away your old, damaged swords and replace them with the quality swords of your slain opponents. This is a good way to avoid the expense and bother of whetstones. But once you've found a high-quality blade that you wish to keep, a whetstone becomes a necessary item. Anything better than a rapier is usually worth saving and repairing.

General Strategies

Armor Hammer

Maximum Uses: 14

Effect: If used on damaged armor, it improves the armor's condition.

The armor hammer is much like a whetstone. Use it on damaged armor to improve the armor's condition. As with whetstones, armor hammers can't be used several consecutive times on a single piece of armor. A hammer can be used only if the armor was damaged since its last repair.

Shovel

Maximum Uses: 8

Effect: allows you to dig up caches and other items

There's a lot of treasure and valuable equipment scattered across the Antaran countryside. Much of this treasure lies in buried caches that you can reach only with a shovel. Furthermore, there are times when a shovel is needed for critical plot-related tasks. Make sure your party has two shovels, so that when it splits up near the middle of the game, each side can have its own shovel.

Rope

Maximum Bundle: 8

Effect: Helps the party cross pits and perform numerous other tasks.

While it isn't needed as often as a shovel, rope is still a crucial part of your party's inventory. Rope comes in handy for many things, some of which you'll need to learn for yourself. Just remember to keep some on hand at all times.

As with shovels, rope is important enough that you should carry two of them. Some activities, such as crossing pits, use up sections of rope—so it never hurts to stock up.

Pickax

Maximum Uses: 6

Effect: allows players to mine burlas and, in certain locations, low-grade gems

The pickax isn't crucial, but if you care to do a bit of mining while you're exploring caves, it's a necessary tool. You can only mine in certain areas, and the only way to learn where those areas are is by trial and error—or by referring to the maps in the "Atlas of Ramar."

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Fishing Rod

Maximum Uses: 8

Effect: can be used to get food in certain spots

As with the pickax, the fishing rod isn't vital. You might wish to ignore fishing altogether and live on food you've bought at stores or collected from enemies. But if you're low on food, you can fish at certain places. Refer to the "Atlas of Ramar" at the back of this book for information on the best fishing spots.



Lockpicks

Maximum Bundle: 10

Effect: opens conventional lock

Lockpicks are vital for opening chests. They can't open all locks, though. Some chests are opened by solving word puzzles or bead puzzles, and doors tend to be resistant to lockpicks, requiring the specific key intended for their locks.

Still, it's pivotal to have a good supply of lockpicks on hand. Failed lock-picking attempts tend to break lockpicks, so a healthy supply is a good insurance policy.

Beeswax

Maximum Bundle: 8

Effect: increases a bow's condition by five if it's been damaged since its last repair

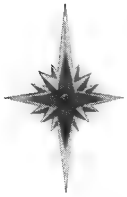
If your party uses bows, beeswax is important for keeping them in good shape. Since good bows show up less frequently than good swords, you'll need beeswax to keep yours in good working order.

Bowstring

Maximum Bundle: 4

Effect: brings a bow back to 100 percent condition

Even better than beeswax, a new bowstring is a good insurance policy for your party's bows. Restring your bow to bring it back to 100 percent condition.



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Wine and Ale

Maximum Bundle: 12

Effect: see below.

Think of wine and ale as cheap combat potions. By drinking these beverages, your characters' strengths increase by 20 percent, and their maximum and current health each increase by 5. Of course, their Melee, Defense, Archery, and Spellcasting skills all decrease by 10 percent, and their stamina falls by 15 percent. These effects all wear off in an hour.

If your party has good weapon skills and quality weapons, but needs a little extra punch in combat, wine and ale can be useful. But if your party is low on skill to begin with, wine and ale will make them even worse at hitting the enemy.

OTHER ITEMS

There are lots of other items in *Betrayal in Antara*, and most of them have specific uses within the game. Gems and jewelry are typically only good for resale at the appropriate shops, though occasionally you'll need a specific type of gem or jewelry to complete a quest. Roots and herbs like fidali leaves and nudberries can be used on special occasions, as can most other knick-knacks you happen to find.

The moral of the story is to hang onto the unusual items your party finds, and note the location of stores that sell out-of-the-ordinary items. Though it's impractical to haul around one of everything, it's good to know where things are when you need them.

WHERE TO FIND USEFUL ITEMS

Your party's four main sources of useful items are corpses, chests, caches, and stores. Abandoned houses and taverns can be other, less reliable sources of useful items.

Though it may sound grotesque, the bodies of slain enemies are often your most valuable resources. Bodies are a constant supplier of burlas, food, weapons, and armor. Of course, bodies aren't your *only* supplier of these

PART THREE



Slain enemies are probably the richest source of weapons, armor, food, and burlas in the game.

things. You should always buy a good supply of food rations or well-preserved foods at local stores, so you don't have to count on combat for your food supply. You should also keep your eyes open for good weapons and armor in stores and caches, though slain enemies will be your main source of these things.

Chests and caches provide a wider variety of items than slain enemies. While your enemies typically only carry things like burlas, food, weapons, and armor, chests and caches can also contain valuable miscellaneous items that enemies rarely carry—lockpicks, shovels, and things of that nature. Also, chests often contain unique or valuable items that your enemies rarely possess—potions, rare weapons, magical books and trinkets, quest-related items . . . the list goes on. The only downside is that chests and caches are much rarer than combats, so you can't count on them for supplies.

General Strategies

Stores are great for supplementary shopping. Ideally, your party should obtain most of its weapons and armor from chests and slain enemies, so your main reasons to visit stores include:

- ◆ Restocking the food supply
- ◆ Buying useful miscellaneous items like bowstrings, shovels, and whetstones
- ◆ Locating unusual or uncommon items, like herbs or gems, which are needed for a quest
- ◆ Buying a truly great weapon or piece of armor that's hard to find elsewhere

It's a bad idea to do lots of weapon shopping at stores, or to buy tons of short-term power-up items like potions. These are very expensive, and can often be found elsewhere. Remember: Chests, caches, and combat provide your party with most of what they need.

Abandoned houses, shops, or taverns are final sources of useful items. Every time you enter a new village or city, it's profitable to go from house to house and look for abandoned houses. Often you can find a few useful things inside them. Also, it's a good idea to enter local shops and taverns and look closely for lost or free items. You'd be surprised at the amount of useful gear you can accumulate this way.

ITEM PRICES

Here's a list of item prices, both to satisfy your curiosity and to serve as a point of reference. Different stores mark up goods to different degrees, and your party's Haggling skills will also come into play. The prices listed here are basic prices, so expect some fluctuation.

These prices assume goods are in top (100 percent) condition.

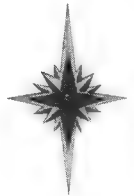
If you see items on the list that haven't been discussed yet, don't worry about it. Weapons and armor are discussed in Chapter Four, magical books and items are discussed in Chapter Five, and some items need no explanation.



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PART THREE

TABLE 3-2 Prices Per Use

ARMOR	PRICE (IN BURLAS)
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Leather Jerkin	50
Leather Scale	225
Chain Mail	500
Montari Chain Mail	785
Breastplate	1,100
Montari Plate Mail	1,500
Wooden Shield	15
Grrrlf Shield	100
Small Shield	35
Banded Shield	250
Tortoise Shield	475
Tower Shield	850
Vanguard Shield	2,000

WEAPONS	PRICE (IN BURLAS)
---------	----------------------

Short Sword	12
Long Sword	50
Chailan Cutlass	175
Broad Sword	350
Rapier	480
Onyx Blade	650
Malchian Bore	1,000
Januli Greatsword	750
Everedge	1,500
Short Bow	60
Long Bow	130
Grrrlf Bow	300

Ridgewood Bow	500
Fire Bow	800
Speed Bow	1,200
Arrows	1
Enchanted Arrows	14
Tr'Kaa Arrows	3
Firebrands	7
Acidbolts	5
Wooden Staff	15
Quarterstaff	80
Grrrlf Staff	260
Kinetic Staff	950
Staff of Nightmares	600
Firestaff	1,500
Winterstaff	1,500

POTIONS	PRICE PER USE (IN BURLAS)
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Senwater	2
Herbal Powder	1
Halder's Brew	25
Essence of the Wind	25
Kor's Blood	30
Razorcup Nectar	20
Abrida's Conduit	20
Steadfast Tonic	20
Tonguecoat	10
Shadowmilk	15
Malkere's Serum	50
Yelloweye	8

General Strategies

GEMS & JEWELRY	PRICE (IN BURLAS)
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Diamond	1,400
Emerald	1,000
Ruby	775
Sapphire	560
Pearl	330
Torchite	2,000
Pendant	160
Bracelet	90
Brooch	50
Shieldstone: Ruby	1,300
Shieldstone: Emerald	1,700
Shieldstone: Diamond	2,500
Shieldstone: Sapphire	1,050

ENHANCERS	PRICE (IN BURLAS)
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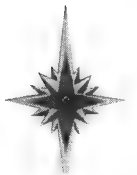
Oil	20
Irthinde	30
Frostband	120
Fidali Paste	15
Talicor Dust	10
Thawing Belt	72
Magnetizer	180
Hardening Fluid	10
Grounding Wire	10

BOOKS	PRICE (IN BURLAS)
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<i>Constitutional Study</i>	200
<i>An Optics Primer</i>	250
<i>Weather Patterns of Ramar</i>	300
<i>A Field Guide to Irrigation and Farming</i>	200
<i>Muscles and Glands</i>	250
<i>The Adventures of Caarl Maston</i>	200
<i>A Social Analysis of Organisms</i>	350
<i>Ponaka's Last Stand</i>	300
<i>The Inner Void</i>	320
<i>Swamp Survival Skills</i>	160
<i>Ledger</i>	100
<i>Cadman's Memoir</i>	80
<i>Carlith Mating Rituals</i>	100
<i>Acute Senses & Perception</i>	350

RINGS, AMULETS, ETC.	PRICE (IN BURLAS)
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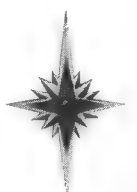
Ring of Welcoming	200
Shadowring	250
Necklace of Communion	150
Ring of the Ranger	225
Circlet of Senaadrin	300
Lucky Charm	500
Henne's Horn	400
Dervish Disk	650
Carluda's Chain	1,200
Protective Charm	500



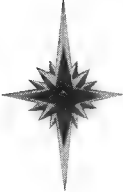
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FOOD	PRICE (IN BURLAS)
Ale	2
Wine	3
Food Rations	2
Roast Chicken	2
Leg of Lamb	2
Meat Pies	2
Cheese	1
Bread	1
Fish	1
MISCELLANEOUS	PRICE (IN BURLAS)
Rope	2
Bucket	8

Animal Pelts	35
Fatty Meat	10
Pickax (6 uses)	48
Drum	110
Fishing Rod (8 uses)	16
Bowstring	12
Lockpicks	2
Rosin	3
Nudberries (5)	35
Nudberry Roots	1
Fidali Leaves (1)	3
Torch	1
Whetstone (14 uses)	20
Armor Hammer (14 uses)	32
Shovel (8 uses)	32

Keeping the Party Alive

Now let's take a look at some general tips for keeping your party well-stocked and in good condition. We won't cover combat in this chapter; for that, turn to Part Four. But we *will* review some simple ways to make combat easier to handle.

SCOUTING WHILE TRAVELING

Keep alert while you're on the road. Some encounters are ambushes that you can't see ahead of time, but in most cases, your party's enemies are plainly visible. Try to locate every member of the group you're facing. If you can keep your distance from all of them, many times you can avoid them completely by taking a wide detour.

If a group of enemies is unavoidable, then slowly advance and click on them when you're close. You'll automatically try to ambush them. In closely matched combats, a surprise attack is often the difference between victory and defeat, especially when your party is skilled at spell-casting and archery.



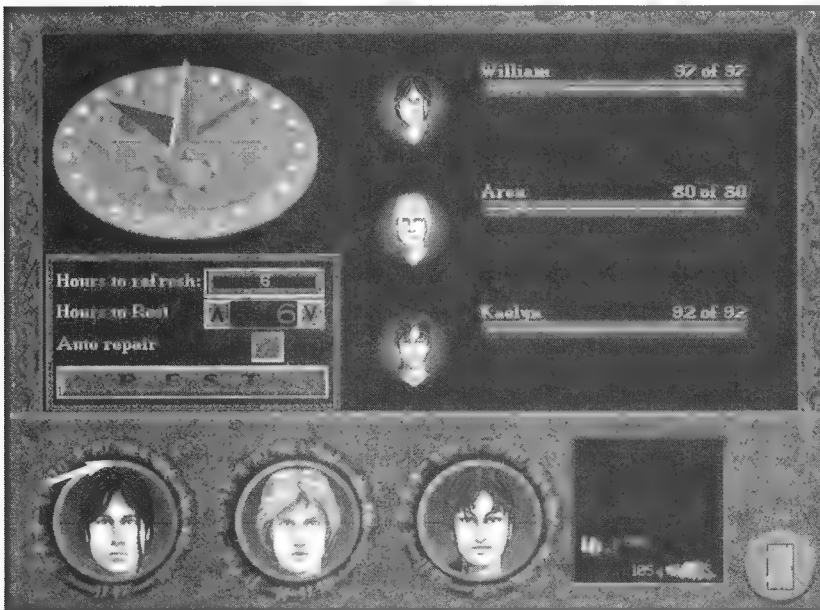
PICKING YOUR FIGHTS

Combat is sometimes a necessary evil, but other times it's actually beneficial. The main benefits you'll gain from combat include material goods (burlas, food, and equipment) and skill enhancement. By readily accepting and even rushing into fights that aren't really necessary, you can often build your characters' statistics. Be alert, therefore, for fights that look winnable.

The best fights involve human or humanoid opponents that match up well with your party, but aren't *too* strong. That's because humans and humanoids tend to carry valuable items, and opponents who give you a run for your money tend to test (and therefore enhance) your characters' combat skills.

CAMPING

Betrayal in Antara isn't, for the most part, a timed game. Your characters always have certain goals to accomplish, but they rarely have any set time limit to attain those goals in. Often, your party's only time limit is determined



Camping is a cheap way of restoring your party's health.

PART THREE



by burlas and food. As long as you have enough food to camp, and enough burlas to buy more food, you can dawdle and loiter to your heart's content. Use this to your advantage and camp frequently. Don't be afraid to let your party sleep two days straight, especially if it helps them recover after a nasty fight.

Apply this rule whenever you can: Never pick fights without resting your party, and never use valuable healing agents like senwater when you can simply rest instead. Good adventurers like to save healing spells and potions for particularly unpleasant battles. That's when they're most useful.

CHESTS AND CACHES

It's good to be purposeful when you're pursuing your quests, but don't allow yourself to become too single-minded. If you find yourself in such a hurry that you're unwilling to scout the countryside for caches and chests, you'll miss out on lots of useful gear. Try to strike a balance between exploration and attaining your goals.

STOCKING UP ON BURLAS

When you're low on burlas, there's always a sure-fire way to get more. It's just a question of how much time you're willing to spend. The most reliable (if somewhat tedious) way of gaining wealth is to stock up on enemy weapons and armor, and then sell it in any shop that will buy it.

Your party can't carry many weapons or suits of armor at once, but selling weapons and armor usually pays off handsomely, as these are by far the most valuable objects your party *commonly* has access to. This is especially true in the later stages of the game, when most of your foes will carry expensive weapons like rapiers and broad swords, and valuable armor like chain mail and breastplates.

You don't have to be a pack rat, hauling away every bit of armor you find. That's time-consuming, and it isn't much fun. Just note the location of stores that buy weapons and armor, and use this technique when your party is low on cash.

A final way to make burlas is to gamble. If you're unwilling to bother hauling armor and weapons around, gambling can be an excellent way to raise funds. Just make sure that at least one member of your party is highly skilled in gambling before risking your burlas.

UNIQUE OPPORTUNITIES

Keep a lookout for optional sub-quests that will really pay off. When people ask you to perform a task for them, take a chance and do it. Sometimes your only reward will be a hearty thanks, but usually you'll receive something valuable for your troubles.

Augmenting Skills and Abilities

What's the best way to improve your characters' skills? That's a question you'll find yourself asking a lot in *Betrayal in Antara*. Every time you fight an enemy, pick a lock, or gamble for extra burlas in a tavern, your characters' skills come into play. This section gives you a few pointers on improving characters' skills in the most efficient way possible.

PRACTICE VS. STUDY

The first thing you should understand is *how* to improve your characters' skills.

Spell skills can be improved by study alone. In other words, if you have Aren study his Electricity or Create skills, these skills will *automatically* improve over time. Non-spell skills, however, must be *used* if they're to increase. Or, to put it another way, the only way you'll increase Lockpicking skills is by having a character pick locks, and the only way you'll improve Melee skills is by charging into battle.

If that's the case, then what good is it to study non-spell skills? By studying these skills at the same time your characters are actually using them, you greatly increase the chances that the skill will improve. It's as simple as that.

DETERMINING WHICH SKILLS ARE IMPORTANT

Which skills are important? The answer isn't as simple as you might think. All skills are potentially valuable, but some are more crucial than others. Let's divide them into three categories.

The first category includes skills that are essential for all characters. This is a short list, and includes Melee and Defense. All characters—even the spell-casting Aren—need to attack enemies and defend themselves. All your characters, therefore, should study Melee and Defense.

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The second category includes skills that are still very important, but for one reason or another don't need to be studied by *all* your characters. This category includes skills that only one or two of your characters *can* study (such as Spellcasting and Spell Accuracy). Other skills, such as Haggling, can be delegated to just one character, because only the character doing the actual buying or selling of items can influence prices.

The third category includes skills that *can* be useful if you choose to practice them frequently but are useless if you neglect to use them. Examples of these skills are Foraging and Assessment.

Keep reading for a complete evaluation of every skill in the game, and for suggestions on how frequently to study each skill.

ACHIEVING MAXIMUM GAINS

Take a look at Table 5-3. It suggests which characters should study which skills, and how much time they should devote to each skill. Furthermore, it gives our opinions on which skills are absolutely crucial, and which ones are optional (i.e., which ones you could get away with never studying at all).

TABLE 3-3 Suggested Study Regimen

SKILL	WHO SHOULD STUDY?	HOW MUCH?	OPTIONAL?
Melee	Everyone	Constantly	No
Defense	Everyone	Constantly	No
Assessment	William	Occasionally	Yes
Repair	William and Kaelyn	Frequently	Yes
Haggling	Aren	Occasionally	Yes
Stealth	Everyone or Nobody	Frequently	Yes
Scouting	William and Kaelyn	Occasionally	Yes
Gambling	William	Frequently	Yes
Lockpicking	Aren	Frequently	Yes
Foraging	Aren or Kaelyn	Occasionally	Yes
Archery	All but Aren	Frequently	Yes
Spellcasting	Aren	Constantly	No
Spell Accuracy	Aren	Constantly	No

General Strategies

Now let's make sense of the table.

As mentioned previously, Melee and Defense are absolutely necessary, and should constantly be studied by everyone (with the possible exception of Aren, who should still study them frequently). Similarly, Spellcasting and Spell Accuracy should constantly be studied by Aren.

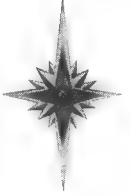
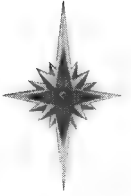
Assessment is truly an optional skill. It determines much information you can get by looking at an opponent in combat. This skill is sometimes handy, but you could just as easily look up your opponents' stats in Part Four of this book—or go ahead and fight without knowing much about your opponent. It's definitely possible.

Repair is listed as optional, but it's still a useful skill. Your best weapons and armor will be worn down over the course of the game, and you'll either have to repair them or get new ones eventually. Since your party will get split in two near the middle of the game, it's suggested that both William and Kaelyn practice their Repair skills, so that both parties have someone good at Repair. Note that when you select Auto-repair in camp, only characters with their own whetstones or hammers will actually perform repairs. It's more efficient to give the whetstone and hammer to the character with the best Repair skill, and then hand everything that needs repairing over to him or her.

Haggling is another purely optional skill. Whenever you buy or sell something at a shop, the prices are adjusted slightly by the Hagggle skill of the character whose inventory is producing or receiving the item. In the case of food, which is placed into a communal inventory screen, the Hagggle skill of the leftmost character on the pop-up panel is used. All this aside, it's entirely possible to finish the game without ever training the Hagggle skill—you'll just spend a little more for everything you buy, and get a little less for everything you sell.

Stealth comes into play when you try to sneak up on enemies. The *worst* Stealth skill in your party is always checked. This means you should either train your whole party in Stealth, or have everyone ignore the skill completely—because if one of your characters is a master of stealth but the rest aren't, the clumsiest group members will always ruin the ambush.

Scouting comes into play when the party tries to detect ambushes. The game is filled with ambushes, so Scouting can be quite valuable. On the other hand, running into an ambush isn't always tragic. Often your opponents start the combat so far away from your characters that they can't get close enough to attack during their "free" turn. Getting ambushed by spellcasters or archers is much worse, however. And if your party contains skillful archers,



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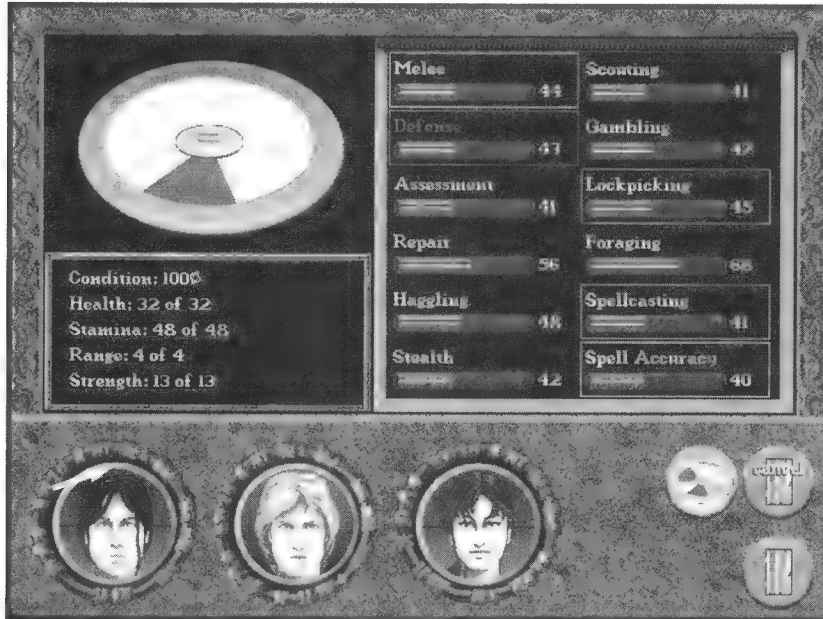
they aren't likely to get in many shots if they're ambushed. It's recommended that one or two of your characters practice Scouting on a regular basis.

Gambling is mostly optional, though there is one point in the game where gambling is useful in advancing the plot. Because of this, and because extra burlas can be useful, you might want to have William practice his Gambling skills. No one else needs to bother.

Lockpicking is another skill that one character can generally handle. Have Aren improve his Lockpicking skill, and have him open all the chests your party comes across. If you're worried about opening chests when your party splits up in mid-game, you can also have Kaelyn practice this skill.

Foraging affects characters' abilities to mine in caves or fish at streams. Since both food and burlas can be obtained with relative ease through combat, Foraging is definitely an optional skill.

Archery is not necessary, but it's highly recommended. It allows you to get in a few highly useful cheap shots at your opponents, and the proliferation of magical arrows later in the game makes it useful to have an archer or two.



Here's a good program of study for Aren.

NUMBER OF SKILLS TO STUDY

It's recommended that you always have your characters study five skills at once. Though it's sometimes tempting to load up on one or two particular skills (Melee and Spellcasting come to mind), you'll be plagued by diminishing returns if you limit your characters that way. Have them study five skills at once, and they'll become very powerful over time.

DELEGATING THE WORK

Instead of manually handling skills, you can allow the computer to handle these duties for you by enabling Auto Skill Allocation. The computer does an adequate job of selecting skills for your characters to study, so feel free to use it.

The main disadvantage of Auto Skill Allocation is that it occasionally picks skills you won't use. Only *you* know whether you want to bother mining in caves or fishing in rivers. Only *you* know whether you'll be gambling in every tavern you visit, or whether you want to ignore cards altogether. By taking control of your characters' skill allocation, you can customize their skills to your own style of play, and ensure that no valuable study time is wasted.

Quests and Sub-Quests

Once you've got the knack of keeping your party in good health, your main difficulty will be advancing the plot. How can you decide what your main objectives are, and which quests or tasks are purely optional? There are so many people to interact with, so many tasks to perform, and so many minor mysteries to solve that it can be difficult figuring out what's vital and what isn't. Here are some tips for doing just that.

IDENTIFYING MAIN PLOT LINES

The first thing you should do is pay close attention to the opening sequence of the chapter. If you breeze past it without really listening, you're likely to miss the point.

If you find yourself lost or confused about what to do next, there are several ways to get back on track. First, talk with people. And if you've already talked with important people, use the Flashback option to recall your con-



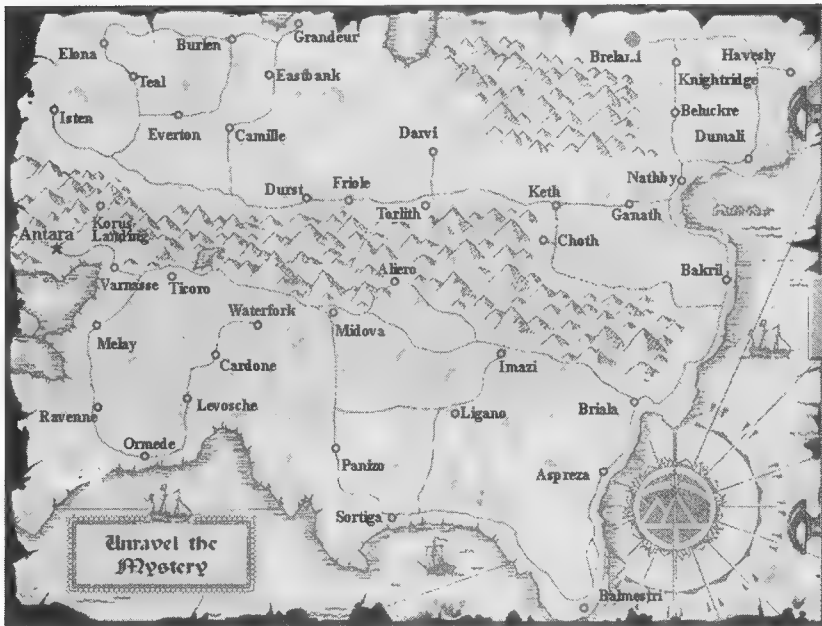
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The large-scale overhead map provides helpful clues. They're located in the box at the bottom left-hand corner of the screen.

versations. Watch the flashbacks closely for tidbits of information related to your current task.

The world map is another great source of information. If you aren't quite sure what your goal is, turn to the large-scale map of Ramar, and you'll see your goal written in a box in the lower left-hand corner. Sometimes this is general information that will remain constant throughout the entire chapter: "Go to Panizo," for example. But in some chapters, the information in that box dynamically changes, giving you a little extra guidance.

If you know what you're supposed to do but are having a hard time figuring out *how* to get it done, it's generally advisable to search the immediate area. If your goal is to find someone or something, and you haven't been given any clues whatsoever on how to start, chances are you have to explore the town, city, or patch of countryside you started the chapter in. There's bound to be a lead somewhere.

USING THIS BOOK

Of course, when all else fails, you still have this book to fall back on. Part Six gives you explicit details on every quest in the game, from the main plot right on down to the most obscure sub-quests. Feel free to scour Part Six whenever you find yourself thoroughly stumped.

General Tips

Here are a few pieces of general wisdom that might make the game a little easier. Some of these tips may seem obvious, but when you're stuck or frustrated it's easy to forget about obvious tricks like these.

SAVE FREQUENTLY

Veteran computer gamers already know that it helps to save the game frequently. *Betrayal in Antara* is a pretty forgiving game in some respects: For example, it's difficult to get yourself in a situation where you *can't* win the game. But there *are* a few situations that might seriously test your patience. Getting the whole party killed in combat is seldom fun—and it's even less fun if you didn't save the game recently. Similarly, it's no fun to be stuck in the middle of nowhere without any food or burlas. In situations like these, it's comforting to know you can restore a saved game and avoid the hassle of starting over again.

USE THE OVERHEAD MAP

Betrayal in Antara's overhead map is a great, useful tool. Use it in conjunction with the world map of Ramar at the beginning of Part Seven, and you can easily plan long journeys.

You can move your party while in the overhead-map view. Take advantage of this ability! Traveling in map mode is a great way of making sure you're headed in the right direction. Of course, you won't see enemies, chests, caches, or other interesting features if you're always traveling in map mode. It's best, therefore, to use the map for navigation when you're revisiting areas you've already explored. When you're in new territory, just pop up the map every so often to check your bearings.

PART THREE

TIPS

As fatigue increases, the party's skills decrease in effectiveness, therefore, it's a good idea to rest.

Most NPC's go home at night and aren't available to talk, so you may miss them if you go wandering around at night when they aren't there.

The party's stores are limited to the one displayed screen of space, therefore, sometimes it will be more effective not to stock up on food so that you have more room for gold.

The F5 key is used for gamma correction (for darker screens). It can, conceivably (and, of course, only by disreputable players) be used to offset the effect of darkness in the world (underground or otherwise).

Wine and Ale have a cumulative effect (up to a full jug) which wears off at a rate of one hour per "dose." So, if you were to chug-a-lug five doses of Ale, you'd get the effect cumulatively, and it would wear off in stages over five hours.

Map annotations are very handy for keeping track of what you've left in a chest, what a store is selling, how much things cost, or anything else you would normally have to write on a piece of paper to remember—and then lose.

TALK, TALK, TALK

Most of the clues to solving *Antara's* many quests and mysteries lie in conversation. Talk with everyone you meet, and pay close attention to what they say. Sometimes it isn't particularly important, but most characters have something relevant to say about *something*. Make a practice of exhausting all topics of conversation whenever you meet a new character. That way you won't miss any crucial hints or bits of information, and you can always refer back to the complete conversation later by using the Flashback option.

A dark, atmospheric illustration of a hooded figure, possibly a wizard or a thief, wearing a trench coat with a belt. The figure is surrounded by glowing, swirling magical energy and a compass rose in the upper left corner. The overall tone is mysterious and dramatic.

PART FOUR

Combat



As your party travels the length and breadth of Ramar, it'll find itself in more than its share of fights. In fact, your success in the game will hinge to a surprisingly large degree upon your ability to win in combat. This part of the book doesn't offer any instant remedies to tough combats: Even after reading this, you'll still lose a few. But you'll have a better understanding of how and why you lost, and what you can do to make sure it doesn't happen again.

Combat Mechanics

If you want to succeed in combat, it's useful to know how combat works. In Betrayal in Antara, the main calculations performed by the computer are the "to hit" calculation, used whenever one character attacks another, and the "damage" calculation, which determines how much damage is applied after a successful hit.

Unfortunately, if we were to show you the actual calculations used by the computer to determine various aspects of combat, you probably wouldn't be too enlightened: The formulas just look like a mess of confusing numbers. Instead of showing you formulas, therefore, we'll summarize the various factors that go into the "to hit" and "damage" calculations.

HITTING WITH A SWORD OR STAFF

The percentage chance that a sword will successfully strike its target is a function of several different factors. These factors are:

- ◆ Type of attack
- ◆ Attacker's current Melee skill
- ◆ Type of weapon
- ◆ Defender's Defense skill

There are three possibilities for type of attack: thrust, swing, and hack. These three attack types range from low-damage but accurate (thrust) to high-damage but low accuracy (hack). But let's forget about damage for now, as accuracy is the only thing that matters in the "to hit" calculation.

While the type of swing plays an important role in the accuracy of an attack, the exact percentage of accuracy varies according to the wielder's Melee skill. High Melee skills can compensate for even the least accurate weapons, and allow characters to use hacking attacks with a certain degree of confidence. Note that Melee skills can be altered by potions, magical items, and even the attacker's current health. That's why we say that the current Melee skill is what counts.

Also important to the calculation is the type of weapon. As shown in the weapon tables found later in this part of the book, every weapon has a different accuracy modifier. Accuracy modifiers vary according to the type of attack; for example, one weapon might have a great bonus for swing attacks, but have no bonus at all for hacking attacks. Another weapon might have a huge bonus for hacking attacks, but no bonus whatsoever for thrusts.

The final element in the calculation is the defender's Defense skill. After the previous three factors are added up, this figure is compared with the defender's Defense skill.

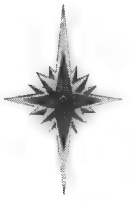
Note that armor and weapon conditions don't play any part in the "to hit" calculation. They only affect the amount of damage done on a successful hit.

It's also important to note that regardless of how the numbers shake out, there's always a chance to hit, and there's always a chance to miss. The weakest warrior always has a chance, however slight, to hit the best defender. That's because certain ceiling and floor values have been built into the calculation, just to account for the effects of chance.

HITTING WITH BOWS OR SPELLS

The calculation to hit a target with bows or spells is quite similar to the one used for swords and staves.

When firing a bow, Archery skill replaces Melee skill in the "to hit" calculation. Also, both the bow and the arrow being fired can affect the accuracy of the shot—as opposed to swords, in which only one modifier (the sword's) comes into play. The final difference is that there's only one type of bow shot, as opposed to three different sword/staff attacks (thrust, swing, hack). Thus, to achieve higher or lower accuracy modifiers, the archer cannot simply change attack style. Instead, archers should experiment with different combinations of bows and arrows.



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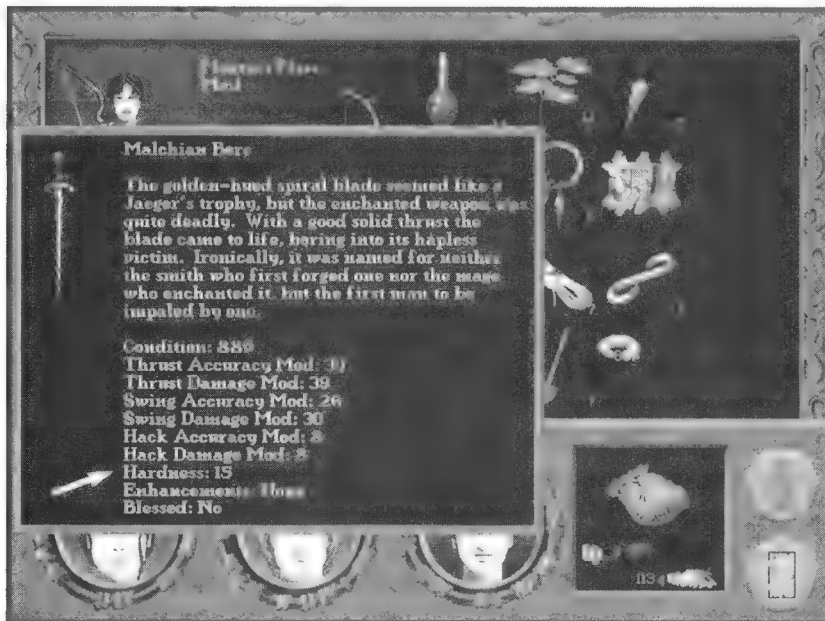
PART FOUR

Spell “to hit” calculations are extremely simple. It’s just a matter of comparing the caster’s current Spell Accuracy skill with the defender’s current Defense skill.

DAMAGE CALCULATIONS

If a hit is successful, damage is calculated. Here are the factors that affect damage:

- ◆ Attacker’s current strength
- ◆ Type of attack (thrust, swing, or hack)
- ◆ Weapon’s current damage value (which may be affected by condition and enhancers)
- ◆ Defender’s armor value (which can be modified by condition and enhancers)



Hardness affects the speed with which armor and weapons lose quality. It has no direct bearing on “to hit” or “damage” calculations.

Combat

Of these four factors, strength and type of attack are simple and self-explanatory.

The weapon's current damage value is a bit more complicated. Each weapon has a base damage modifier for each type of attack, which is further modified by the condition of the weapon and any enhancers (such as fire or poison) currently affecting the weapon. In the case of archery, the current damage value of both the arrow and the bow are taken into account.

The defender's armor is the final element in the calculation. Armor shaves off a percentage of the damage before it reaches its target.

You might be wondering where hardness fits into all these equations. It doesn't. Hardness only affects how quickly a weapon or piece of armor's condition degrades with use.

Weapons

Now that you've seen what goes into combat calculations, let's examine the various weapons you can use to affect those calculations. We'll start with swords, then go on to look at bows, arrows, and staves. All weapons are presented in order of usefulness.

SWORDS

Swords are the most common weapon in Antara, and are therefore the most varied. Here's a look at the swords you'll run across in your travels through Ramar, and how they stack up against one another.





TABLE 4-1 Swords

SWORD	THRUST		THRUST		SWING		SWING		HACK		HACK		HARDNESS
	ACCURACY	MODIFIER	DAMAGE	MODIFIER	ACCURACY	MODIFIER	DAMAGE	MODIFIER	ACCURACY	MODIFIER	DAMAGE	MODIFIER	
Short Sword	5		10		10		10		5		5		10
Long Sword	15		15		15		15		15		10		16
Chailan Cutlass	0		5		10		15		10		15		20
Broadsword	10		25		20		20		20		20		26
Rapier	35		15		25		10		5		0		32
Onyx Blade	15		20		25		20		25		20		50
Malchian Bore	45		20		25		5		5		0		15
Januli Greatsword	10		40		20		50		20		75		38
Everedge	5		30		35		40		35		45		100

BOWS

Bows are an important tool in battle. As we'll discuss later, archers' long-range shots are a good way of evening up mismatched battles. Archery gives your party the ability to whittle down opposing groups before they ever get a chance to attack.

TABLE 4-2 Bows

BOW TYPE	BASE DAMAGE	ACCURACY MODIFIER
Short Bow	15	10
Long Bow	25	15
Grrrlf Bow	20	25
Ridgewood Bow	40	0
Fire Bow*	15	10
Speed Bow**	10	15

*All arrows shot from fire bows do additional flame damage.

**Speed bows allow users to fire two arrows at once.

ARROWS

Just like bows, arrows affect both the damage and accuracy of an archer's shot. Skillful archers tend to prefer Grrrlf arrows' extra damage, while poor archers prefer the huge accuracy modifier of enchanted arrows.

TABLE 4-3. Arrows

ARROW TYPE	DAMAGE MODIFIER	ACCURACY MODIFIER
Normal Arrows	0	0
Enchanted Arrows	15	40
Grrrlf Arrows	22	20
Flaming/Explosive Arrows	10 + 5-15 fire damage	0
Corrosive Arrows*	15 + 5-15 acid damage	-5

* Corrosive arrows corrode armor 2-10% if they aren't blocked. They also corrode shields 2-10% if they are blocked.



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STAVES

Staves are low-maintenance weapons because they don't have a condition rating. They're always good as new, so you needn't worry about constantly repairing them.

TABLE 4-4 Staves

SWORD	THRUST ACCURACY MODIFIER	THRUST DAMAGE MODIFIER	SWING ACCURACY MODIFIER	SWING DAMAGE MODIFIER	HACK ACCURACY MODIFIER
Wooden Staff	5	10	10	10	5
Quarterstaff	10	15	15	15	10
Grrrlf Staff	15	20	20	20	15
Conductive Staff	10	15	10	15	10
Staff of Nightmares	0	5	5	10	0
Firestaff	10	15	10	15	10
Winterstaff	10	15	10	15	10

Combat

Staves come in two distinct flavors—normal and magical. Magic staves act as normal staves unless they successfully hit with a thrust. In such cases they use up a charge and release their magical effect (in addition to dealing their normal damage).

In the table below, magical staves are clearly indicated by their special effects. Normal staves have no special effects.

HACK DAMAGE MODIFIER	NOTES
10	N/A
15	N/A
20	N/A
15	When charged, the conductive staff deals 20 points of electrical damage. The bearer only suffers half of damage from electrical attacks. If the bearer has the magic skill Electricity, that skill is increased by 10 while the staff is equipped. Maximum charge = 40.
5	Makes victim run away in the most direct route possible. When he reaches the edge of the map, the effect wears off and the victim can fight normally. Maximum charge = 20
15	Does 20 points of fire damage when charged. Halves fire damage to bearer while equipped. Increases user's magical Fire skill by 10 while equipped, if user already possesses that skill. Maximum charge = 30
15	Does 20 points of cold damage when charged. Halves cold damage to bearer. Increases bearer's magical Cold skill by 10, if user already possesses that skill. Maximum charge = 30

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Armor

Armor in Betrayal in Antara comes in two discrete packages: body armor and shields. Armor appears as a single item in your characters' inventory. For example, a suit of chain mail or leather body armor is assumed to be all-inclusive, so you won't have to deal with boots, gauntlets, or other miscellaneous gear. Shields are the only extra item that your characters may wear.

The following tables list the armor types found in Betrayal in Antara. First we'll look at body armor, then at shields. Armor pieces are listed in order of usefulness, starting with the flimsiest and ending with the most protective.

BODY ARMOR

There aren't many types of body armor. As you progress through the lands of Ramar, you'll encounter hordes of well-armored foes, many of whom wear the exact same type of armor as your party members. Because of this, parties can often avoid armor repairs altogether, instead opting to collect new armor from slain enemies after every combat. All of the following armor—except for Shepherd armor—can be purchased in shops. Shepherd armor may be discovered only in the field.

TABLE 4-5 Body Armor

ARMOR TYPE	PROTECTION PERCENT	HARDNESS
Leather Jerkin	25	10
Leather Scale	35	15
Shepherd Armor	45	19
Chain Mail	50	25
Montari Chain Mail	60	35
Breastplate	70	30
Montari Plate	80	45

SHIELDS

Quality shields are much less common than good armor. When you find a quality shield, hang onto it!

TABLE 4-6 Shields

SHIELD TYPE	BLOCK PERCENT	HARDNESS
Wooden Shield	10	10
Small Shield	10	20
Grrrlf Shield	15	25
Banded Shield	19	18
Tortoise Shield	25	25
Tower Shield	35	30
Vanguard Shield	55	20

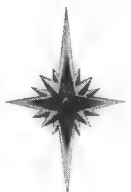
Combat-Affecting Items and Artifacts

Now let's take a look at magical items that can affect combat. Most of these can be categorized as potions or "enhancers," items that can be used on other items to enhance their effects. A few items fall into their own special category.

POTIONS

Potions are magical, ingestible items that produce temporary effects. Most potions are used in combat.

We've placed herbal powder on this list even though it isn't truly a magical potion. It works somewhat like a potion, and that's good enough for us.



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TABLE 4-7 Potions

POTION TYPE	MAXIMUM BUNDLE	EFFECT
Senwater	25	Restores 2-5 points of health (or stamina if health is at maximum). Also reduces poison by 5% in poisoned characters and incapacity by 5% if incapacitated.
Herbal Powders	12	Character heals twice as fast as normal for 18 hours after use.
Halder's Brew	5	Increases strength by 30% of current value until end of current or next combat. As with other skill- and stat-enhancing potions, multiple doses won't multiply the effect.
Essence of the Wind	5	Increases speed by 50% of current value until end of current or next combat. No cumulative effects.
Kor's Blood	5	Increases Melee skill by 25% of current value until end of current or next combat. No cumulative effects.
Razorcup Nectar	5	Increases Archery skill by 40% of current value until end of current or next combat. No cumulative effects. Not usable by spellcasters.
Abrida's Conduit	5	Increases Spellcasting skill by 50% of current value until end of current or next combat. No cumulative effects. Not usable by non-spellcasters.
Steadfast Tonic	5	Increases Defense skill by 35% of current value until end of current or next combat. No cumulative effects.
Shadowmilk	10	Increases Stealth by 30% of current value for 12 hours. No cumulative effects.

TABLE 4-7 Potions (continued)

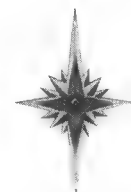
POTION TYPE	MAXIMUM BUNDLE	EFFECT
Malkere's Serum	5	Increases Strength, Melee, Defense, and Speed skills by 20% of current values until end of current or next combat. Decreases Archery and Spellcasting skills by 40% of current values for the same duration. User loses 2 stamina points on each round of combat while serum is in effect, and cannot regain stamina during combat. No cumulative effects.
Tonguecoat	10	Increases Haggling skill by 40% of current value for 18 hours. No cumulative effects.
Yelloweye	10	Provides night vision for 18 hours.

ENHANCERS

Enhancers are magical items that can be used on other items to make them better. Most enhancers are used on swords or armor, and enhance their damage-causing or damage-resistant properties.

TABLE 4-8 Enhancers

ENHANCER TYPE	MAXIMUM BUNDLE	ITEMS USED ON	EFFECT
Oil	5	Swords	Enhances sword with flame until end of current or next combat. Flame adds 5-15 points of fire damage per strike. If the sword in question was previously enhanced with cold, the cold effect is lost.



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TABLE 4-8 Enhancers *(continued)*

ENHANCER TYPE	MAXIMUM BUNDLE	ITEMS USED ON	EFFECT
Irthinde	5	Weapons	Enhances sword or arrows with poison until end of current or next combat. Poison has a 75% chance of affecting a target after each successful hit. Affected victims receive a poison percentage of 100 and slowly begin to lose health.
Frostband	5	Weapons	Enhances sword or arrows with cold until end of current or next combat. Cold adds 10 points of cold damage per strike. If the weapon in question was already enhanced with fire, that enhancement is lost.
Fidali Paste	10	Armor or Character	Enhances armor with poison resistance until end of current or next combat. Characters with poison-resistant armor cannot be poisoned by enemy weapons. When used directly on a character, the paste reduces poison percentage by 30.
Talikor Dust	10	Armor	Enhances armor with fire resistance until end of current or next combat. While wearing fire-resistant armor, fire-based damage is halved, and any fire-enhanced swords that strike the armor lose their enhancement.

TABLE 4-8 Enhancers (continued)

ENHANCER TYPE	MAXIMUM BUNDLE	ITEMS USED ON	EFFECT
Thawing Belt	10	Armor	Enhances armor with cold resistance until end of current or next combat. While wearing cold-resistant armor, cold-based damage is halved, and any cold-enhanced swords that strike the armor lose their enhancement.
Attractor	6	Shields	Enhances shield with magnetism until end of current or next combat. Magnetism doubles a shield's defense value against arrows.
Hardening Fluid	10	Armor, Shields, or Swords	Increases hardness rating of item by 15; increases defense rating of armor or damage of swords by 3. Effect lasts until end of current or next combat. Repeated doses are not cumulative.
Grounding Wire	10	Armor	Enhances armor with electricity resistance until end of current or next combat. Electricity-resistant armor reduces electricity-based damage by 75%.

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SPECIAL ITEMS

Here are several items that fall outside the categories of potions and enhancers. These items can have a profound impact on combat.

TABLE 4-9 Special Items

ITEM	NUMBER OF USES	EFFECT
B E T R A Y A L		
Dervish Disk	5	Increases user's Defense skill by 60% or current value, and gives him a 360-degree zone of control. Both effects expire at end of current combat.
Carluda's Chain	4	Links all combatants on user's side of combat. When one member of the group takes damage, the chain evenly distributes that damage among all linked combatants. The effect expires at the end of current combat.
I N		
Protective Charm	Constant	Reduces damage from attacks by 5 points, and increases Defense value by 5. Permanent.
A N T A R A		
Lucky Charm	Constant	Whenever wearers fail a "to hit" roll in combat by 5% or less, they get another roll. Outside of combat, wearers get a second roll on all activities, should they fail on the first attempt.
Shieldstones*	Special	When invoked, a shieldstone orbits the user's head and absorbs all damage dealt to user until its total capacity is reached. At that point the stone disintegrates. The more valuable the stone, the more damage it can absorb.

*Ruby absorbs 80 points of fire damage.

*Emerald absorbs 50 points of poison and acid damage.

*Sapphire absorbs 80 points of cold or water damage.

*Diamond absorbs 150 points of any kind of damage.

Enemies

Though your characters can assess enemies during combat by using their Assessment skills, it's useful to have an idea of each creature's relative power before doing battle. The following table illustrates the relative power and abilities of every enemy in Betrayal in Antara.

For the most part, the entries in this table are straightforward. Columns such as Strength, Stamina, Health, Melee, Defense, Armor, Archery, and Spell-casting correspond to similar abilities that your own characters possess. Note that some creatures are shown as having spell-casting skills, but in reality, they are not spellcasters. Their spell-casting skills simply represent their ability to use an innate magical ability. Such is the case with Fire Wolves, which have an attack similar to a Fireball spell.

Range represents the number of "squares" characters can travel during their moves in combat. Speed is a different matter altogether. Have you noticed how some enemies seem to get extra turns in combat, attacking more often than your own characters? Or how some enemies seem to be frozen in place while your own characters get to take two or more turns? Every character and enemy in the game has a speed rating, and characters with higher speed ratings get extra turns in combat.

The Resists and Weakness columns show which enemies are immune to, or particularly vulnerable to, certain types of attack. The Equipment column shows what gear the enemy is likely to be carrying. And the Notes column shows what spells it's likely to cast.

ZOC refers to zone of control. It highlights in red when the cursor passes over it. Each enemy in the game has a zone of control, consisting of one or more spaces next to it. If your character enters the zone of control, he or she is automatically halted. Also, a character inside the enemy's zone of control cannot use bows or cast spells, as it's assumed that the enemy would interfere with these actions.

ZOC is shown numerically in the table. The numbers 1 through 6 represent spaces around the enemy. Space 1 is the space directly in front of the enemy, 2 is the space to the right of that, and so forth, going clockwise all the way up to 6. Most monsters' zone of control is limited to space 1, the area right in front of them. Creatures with prehensile tails can also control the space directly behind them (space 4), while other creatures can control a wide arc in front of them (usually including spaces 2 and/or 6).



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TABLE 4-10 Enemies

NAME	STRENGTH	SPEED	RANGE	STAMINA	HEALTH	MELEE	DEFENSE	ARMOR	ARCHERY	SPELLCAST	ZOC
Bandit 1	15	5	4	35	25	13	10	0	20	—	1
Black Montari 1	14	3	3	25	30	10	10	0	—	—	1
Black Montari archer	12	4	4	25	25	8	8	0	20	—	1
Black Montari leader	18	3	4	35	35	18	18	0	—	—	1
Black Montari mage	13	3	5	25	20	8	8	0	20	20	1
Brown Montari 1	23	3	3	35	40	25	30	0	—	—	1
Brown Montari archer	23	4	4	30	30	15	25	0	30	—	1
Brown Montari leader	27	4	4	40	40	30	35	0	—	—	1
Brown Montari mage	18	3	4	30	30	15	25	0	25	30	1
Carlith	20	4	3	35	35	15	20	15	—	—	1
Crab 1	18	5	4	25	40	20	30	35	—	—	1,2
Crab 2	31	4	3	35	50	30	55	45	—	—	6,2
Female Chuman	23	5	3	40	45	50	55	0	50	—	1
Female Chuman mage	20	4	3	50	30	40	55	0	40	65	1

Combat

RESISTS	WEAKNESS	EQUIPMENT	NOTES
—	—	leather jerkin (76%), short sword (86%), bread (2), 3 burlas	—
—	—	short sword (63%), roast chicken (1)	—
—	—	short sword (55%), low-condition short bow (72%), arrows	—
—	—	leather armor, small shield, short sword, leg of lamb (1), 4 burlas	—
—	—	wooden staff, leather armor (67%), herbal packs, sometimes a potion or two.	Spells: Blind, Slow
—	—	leather armor, short sword, small shield, gold	—
—	—	leather armor, short bow, arrows	—
—	—	leather armor, long sword, small shield	—
—	—	leather scale, quarterstaff	Spells: Adrenaline, Weakness, Swarm
poison	acid	—	—
acid	electricity	—	—
acid	electricity	—	—
cold	—	Scale mail (87%), long sword (92%), roast chicken (2)	—
cold	—	leather armor (94%), quarterstaff, senwater (4)	Spells: Toxic Cloud, Darkness, Transfer Life, Lightning Bolt, Resist Fire, Cold Cut

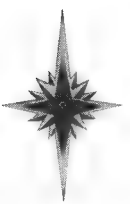
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TABLE 4-10 Enemies

NAME	STRENGTH	SPEED	RANGE	STAMINA	HEALTH	MELEE	DEFENSE	ARMOR	ARCHERY	SPELLCAST	ZOC
Field worm	18	3	6	25	35	20	15	18	—	—	6,2
Fire wolf	35	5	4	40	60	55	50	12	45	75	1
Grey Montari 1	27	5	5	50	60	65	32	0	—	—	1
Grey Montari archer	23	5	5	45	50	30	28	0	70	—	1
Grey Montari leader	30	5	6	55	65	75	38	0	—	—	1
Grey Montari mage	23	5	5	60	40	30	28	0	60	70	1
Thief	10	5	5	42	30	20	25	0	—	—	1
Grrrlf	33	5	5	30	30	50	20	0	—	—	1
Trerang	41	3	3	40	40	30	30	14	—	—	1
Wilder	22	3	4	55	40	35	45	0	65	—	1
Karn	45	5	4	40	50	60	65	24	—	—	1
Lightning bugs	35	5	3	50	60	25	50	30	55	50	1,3,5
Male Chuman	27	3	4	50	45	40	38	0	65	—	1
Male Chuman mage	23	3	3	60	30	45	33	0	55	40	1

Combat

RESISTS	WEAKNESS	EQUIPMENT	NOTES
—	drum	—	—
fire	—	—	Spellcasting for its fireball attack
—	—	Montari chain mail, banded shield, broad sword	—
—	—	Montari chain mail, banded shield, long bow, 12 arrows	—
—	—	Montari chain mail, banded shield, onyx blade	—
—	—	leather scale mail, Grrrlf staff	Spells: Darkness, Remove Charm, Antimagic Shell, Combust, Adrenaline, Quicksilver
—	—	leather jerkin (85%), rapier (87%), cheese (2), 6 burlas	—
—	—	leather scale mail, Grrrlf staff	—
—	—	—	—
—	—	leather scale mail (94%), small shield, long sword (91%)	—
poison	—	—	—
—	—	—	Spellcasting for their electrical attack
cold	—	Chain mail (91%), banded shield (82%), broad sword (92%), food ration (1)	—
cold	—	leatherarmor, staff of nightmares (4 charges)	Spells: Geyser, Slow, Agility, Deep Freeze, Cold Cut, Armorlight



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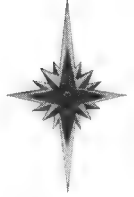
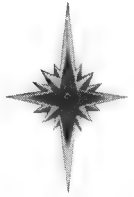
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TABLE 4-10 Enemies

NAME	STRENGTH	SPEED	RANGE	STAMINA	HEALTH	MELEE	DEFENSE	ARMOR	ARCHERY	SPELLCAST	ZOC
Wilder mage	18	4	5	60	25	25	35	0	55	60	1
Maslith	15	5	5	35	30	18	30	10	35	—	1
Mercenary 1	23	4	4	35	50	30	40	0	60	—	1
Mercenary 2	28	5	3	48	54	40	30	0	45	—	1
Mercenary mage 1	18	4	5	40	40	30	40	0	50	45	1
Mercenary mage 2	20	5	3	48	40	32	40	0	30	55	1
Pirate 1	18	3	4	40	30	20	20	0	—	—	1
Pirate 1 mage	14	3	4	40	25	10	15	0	30	15	1
Pirate 2	23	4	4	48	36	30	28	0	—	—	1
Pirate 2 mage	18	4	5	48	36	15	20	0	30	40	1
Pirate 3	31	4	5	65	50	60	70	0	—	—	1

Combat

RESISTS	WEAKNESS	EQUIPMENT	NOTES
—	—	leather armor, quarterstaff	Spells: Cause Charm, Remove Charm, Resist Poison, Venom, Swarm, Wall of Fire
poison	fire	—	Archery skill is for spitting venom
—	—	chain mail (95%), wooden shield, rapier (92%), food rations (2), 3 burlas	—
—	—	breast plate (87%), banded shield (79%), broad sword (83%), food rations (1), 4 burlas	—
—	—	leather scale mail, wooden staff, food rations (2)	Spells: Hot Foot, Resist Cold, Quicksilver, Emulsify, Adrenaline, Armor Light
—	—	chain mail (91%), quarterstaff, food rations (1)	Spells: Monsoon, Nullify, Resist Poison, Fireball, Armor Light, Slow
—	—	short sword (83%), leather jerkin (91%), ale (1), fish (1)	—
—	—	wooden staff, leather jerkin (84%), 6 burlas	Spells: Blind, Dehydrate
—	—	chailan cutlass (40%), leather jerkin (92%), fish (2), 3 burlas	—
—	—	wooden staff, leather jerkin (78%), senwater (8)	Spells: Hot Foot
—	—	breast plate (85%), tortoise shield (90%), Chailan cutlass, food ration (1), 12 burlas	—



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TABLE 4-10 Enemies

NAME	STRENGTH	SPEED	RANGE	STAMINA	HEALTH	MELEE	DEFENSE	ARMOR	ARCHERY	SPELLCAST	ZOC
Pirate 3 mage	25	5	5	65	50	50	55	0	30	80	1
Pirate 4	35	5	5	70	60	70	55	0	80	—	1
Pirate 4 mage	28	5	5	70	60	60	50	0	70	90	1
Shepherd 1	18	4	4	40	42	28	36	0	30	—	1
Shepherd 2	23	4	4	48	45	37	29	0	45	—	1
Shepherd mage 1	16	4	4	35	35	24	25	0	20	35	1
Shepherd mage 2	19	4	5	40	40	30	21	0	30	45	1
Wraith	39	3	8	70	60	30	45	0	—	—	1
Bandit 2	24	5	5	55	40	40	33	0	50	—	1
Maslith 1	37	5	5	35	35	32	22	18	45	—	1
Maslith 2	45	5	6	45	60	40	28	22	60	—	1
Pirate 5 (archer)	28	4	5	65	50	45	55	0	50	—	1

Combat

RESISTS	WEAKNESS	EQUIPMENT	NOTES
—	—	Montari chain mail (91%), firestaff (5 charges), senwater (3)	Spells: Lava Sphere, Forcedome, Lightning Bolt, Choking Cloud, Darkness, Quicksilver
—	—	Montari plate mail (87%), tower shield (82%), Malchian bore (88%), fish(3), 3 burlas	—
—	—	Montari chain mail (92%), kinetic staff (50%), essence of the wind (1)	Spells: Lava Sphere, Force Dome, Armorlight, Weakness, Resist Fire
—	—	Shepherd armor (90%), rapier (93%), food ration (1), 2 burlas	—
—	—	breast plate (89%), banded shield (65%), rapier (84%), food ration (2)	—
—	—	Shepherd armor (84%), wooden staff, Abrida's conduit (1)	Spells: Lightning Storm, Darkness, Fireball, Combust, Resist Magic, Resist Electricity
—	—	Shepherd armor (85%), quarterstaff, Abrida's conduit (1), steadfast tonic (1)	Spells: Lightning Bolt, Shove, Quicksilver, Blizzard, Geyser, Transfer Life
non magic	—	—	—
—	—	chain mail (78%), broad sword (88%), meat pies (1), 5 burlas	—
poison	—	—	—
poison	—	—	—
—	—	Chailan cutlass (90%), leather scale, Grrrlf bow, 8 arrows	—

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TABLE 4-10 Enemies

NAME	STRENGTH	SPEED	RANGE	STAMINA	HEALTH	MELEE	DEFENSE	ARMOR	ARCHERY	SPELLCAST	ZOC
Thief archer	10	4	5	50	30	30	33	0	30	—	1
Mercenary archer 1	19	4	4	50	50	40	40	0	60	—	1
Mercenary archer 2	22	5	3	60	50	48	48	0	60	—	1
Mercenary archer 3	25	5	3	60	50	56	40	0	65	—	1
Mercenary archer 4	28	5	3	60	50	50	43	0	75	—	1
Fire wolf 2	55	5	4	60	60	75	65	42	80	75	1
Field worm 2	41	4	6	40	50	35	45	28	—	—	6,2
Bandit 3 (archer)	21	5	5	55	40	50	40	0	50	—	1
Bryce	28	6	5	90	100	70	75	0	80	90	1

Combat

RESISTS	WEAKNESS	EQUIPMENT	NOTES
—	—	leather jerkin (92%), rapier (80%), short bow (87%), 12 arrows	—
—	—	chain mail (89%), wooden shield, rapier (84%), long bow (93%), 12 arrows, food ration (1)	—
—	—	breast plate (87%), banded shield (92%), broad sword (88%), Ridgewood bow (84%), 12 arrows, bread (3)	—
—	—	breast plate (87%), banded shield (92%), broad sword (88%), Ridgewood bow (84%), 6 firebrands, 6 arrows, cheese (3)	—
—	—	breast plate (87%), banded shield (92%), broad sword (88%), Ridgewood bow (84%), 6 acidbolts, 6 arrows, roast chicken (1)	—
fire	—	—	Spellcasting for its fireball attack
—	drum	—	—
—	—	chain mail, broad sword, long bow, 6 arrows	—
fire	—	Montari plate mail, kinetic staff, 20 senwater, Carluda's chain (1), Malkere's serum (1)	Spells: Lava Sphere, Armor Light, Wall of Fire, Slow, Lightning Bolt



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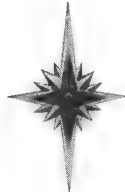
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One final note: You'll notice several entries for certain types of enemies, such as Pirate 1, Pirate 2, Pirate 3, and so forth. That's because certain common enemies come in several distinct varieties, each with slightly different stats, skills, gear, and so forth. So whenever you fight a pirate in the game, bear in mind that you could be fighting against any one of these different pirate types.



Strategy and Tactics

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Fine, you say, but how can I profit from all this knowledge? If there's anything you should learn from what you've just read, it's this: There isn't any simple formula that will let you mindlessly hack your way through the game. There are countless combinations of weapons and attack types, not to mention weapon conditions, enhancers, and everything else that goes into combat calculations.

Instead of a simple formula, then, we'll present you with a few handy rules to help you improve your combat efficiency.

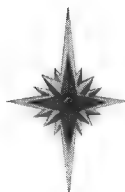
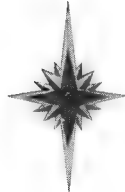
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CHOOSING YOUR STRIKES

Which strike should you use—thrust, swing, or hack? It all depends on your character's abilities, the sword, bow, or staff he or she uses, and several other factors. In other words, the best strike is different in every situation.

So how do you know what to do? Fortunately for you, there's an easy way to decide. Cycle through the three different attack modes during your character's turn, and watch the black information box in the bottom center of the screen. This box shows you the damage and accuracy percentage of the currently selected strike. It's just a matter of perusing these three options every once and a while, comparing strikes, and selecting the best one. You don't need to do this every time you strike, but it's helpful to compare strikes every time your character gets a new weapon, or is hurt badly enough to affect his or her combat performance, or faces an enemy with an unusually high or low Defense rating. Let's look at an example.

William and Aren are confronted by a band of mercenaries. It's Aren's turn, and he needs to decide what to do. Aren's in pretty good shape; he's wielding a quarterstaff, and he's facing enemies with respectable Defense ratings. Let's cycle through his options.

Combat

In Figure 4-2, we see his possibilities for a thrusting attack. A thrust with his quarterstaff has a whopping 107 percent chance to hit (minus the defender's Defense rating, remember). But it only deals a measly 14 points of damage. That's pretty weak.

In Figure 4-3, Aren considers a swinging attack. The accuracy of this strike is 105 percent, which is almost the same as his thrust accuracy. Plus, this attack deals more than twice as much damage—33 points!

Finally, in Figure 4-4, Aren prepares for a hacking attack. A hack is far less accurate than the other two forms of attack, and it deals less damage than a swing.

In this case, Aren's choice is clear. A swinging attack is by far his best choice. This is largely because of the quarterstaff he's wielding. The quarterstaff has minimal accuracy and damage bonuses for thrusting and hacking attacks—but it confers excellent bonuses on swinging attacks. The quarterstaff is a weapon that's really meant to be swung, so barring any unusual circumstances, the swing is often Aren's best choice.



Figure 4-2 Aren prepares for a thrusting attack.

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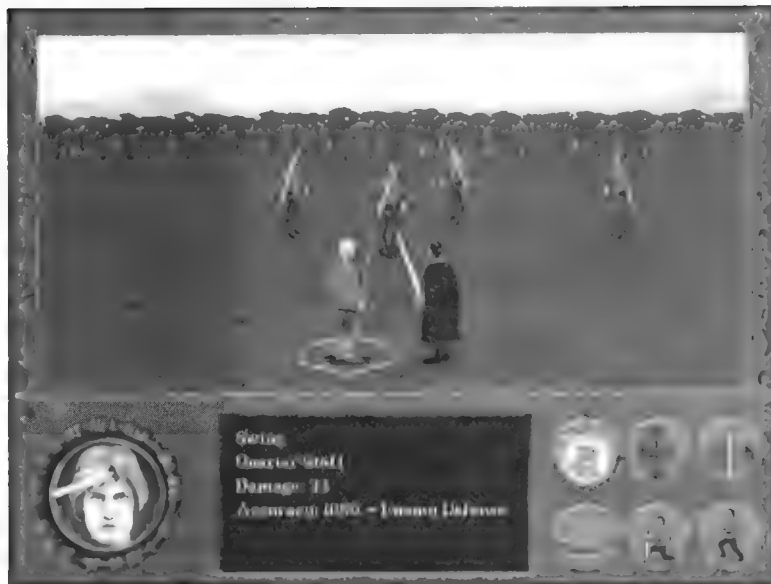


Figure 4-3 Aren realizes that a swinging attack is preferable.

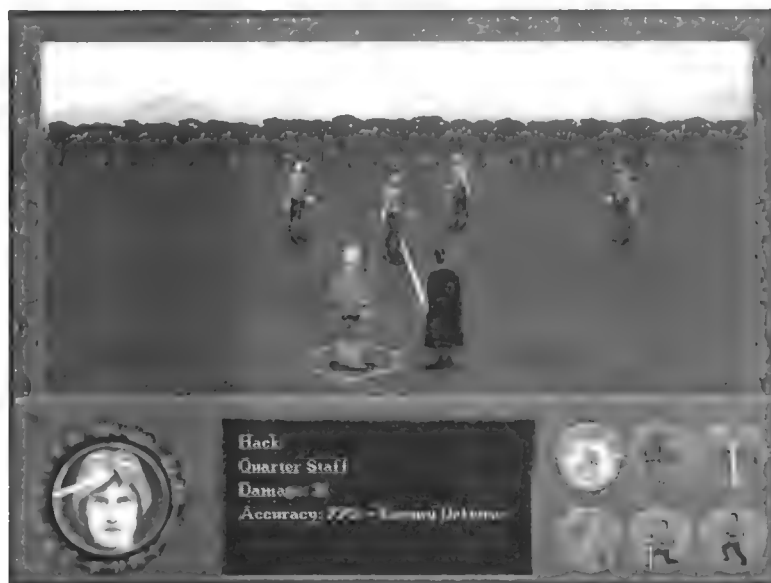


Figure 4-4 In this case, a hacking attack actually deals less damage than a swing.

Combat

The best choice of strike isn't always as clear-cut as it is in this example, but by carefully comparing your character's three attack options, you can usually pick a winner with ease.

MOVEMENT IN COMBAT

Should you advance on your attackers, or hang back and wait? Movement doesn't play a particularly big role in Betrayal in Antara combat, but you should still have a definite sense of purpose.

When dealing with foes who possess no bows or spell-casting abilities, it's often best to hang back and let them use up their turns while approaching your characters. Then, after they've moved into close range, let 'em have it!

Conversely, it's silly to approach an enemy if your characters aren't close enough to attack in the same turn they advance in. Let the bad guys use up their turns walking toward your characters, so you can get in the first strike.

This "stand and wait" strategy is even better when your characters are slinging spells and arrows. Archery is a great way to get in a cheap first strike. Of course, if your opponents have more spellcasters or archers than your party, it's usually best to charge in and attack.

Sometimes it's useful to have your spellcasters or archers retreat. The battlefield isn't large enough that they can completely escape the enemy, but if the enemy chooses to focus on other targets instead, it frees up your archer or spellcaster to hurl arrows or spells.

Finally, it's often useful to move your characters close together. By standing side by side, your party will avoid getting split up and picked off one by one.

THE CHEAP-SHOT PRINCIPLE

As the last section on combat movement suggested, it's important to get in the first strike. While you can rarely kill an enemy with just one shot, there's still a great advantage to getting in the first blow. Wounded enemies fight and defend themselves less effectively than healthy enemies, so by getting in the first shot, you'll be limiting the bad guys' ability to strike back.

Gear your efforts toward getting in that crucial first strike. Use smart movement strategies to lure enemies into striking distance (see above), use spells and arrows, and try to surprise the enemy instead of walking into ambushes. When combat gets rough, it's the little things—like who gets in the first attack—that make all the difference.



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PART FOUR



The whole party is teaming up on one lone opponent.

BE A BULLY

The value of concentrated firepower cannot be overstated. Instead of wounding one enemy and then moving on to another, it's best to have your entire party concentrate their efforts on a single enemy until he goes down. By doing this, you'll quickly reduce the number of enemies you're fighting. This is a simple rule, but an important one. Gang up on one enemy at a time, and combat will be a lot easier for your party.

PREPARE YOURSELF

This may seem obvious, but many combats are won or lost based on the preparedness of your party. A well-rested and healed party with recently repaired weapons is much more effective than a run-down party that's just fought two consecutive battles with no rest in between. It's sometimes tempting to hurry

Combat

down the road and skimp on rest and repair. After all, you want to get to your destination, and get there fast! But there's seldom a time limit on your quests, so it's usually a better policy to tend to your characters and their gear after every single combat.

SAVE FREQUENTLY

Some gamers consider it cheating to frequently save the game, but you should consider it an insurance policy. It's no fun to repeat the same section over and over! Save the game frequently, and reload when your characters fail in combat.



Enhancers like these (including Kor's blood, steadfast tonic, and more) are best saved for the toughest battles.

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CONSERVE YOUR RESOURCES

It's a good policy to conserve your potions, enhancers, and other limited-use magical effects until you hit a really tough battle. If your whole party gets decimated and you have to reload the game, then you'll know for sure it's time to break out those resources. Drink a Kor's blood or Halder's brew, put some poison on your blade, or consider using a charge from your winterstaff or staff of nightmares. And once combat is underway, feel free to use senwater for rapid healing. After all, that's what these resources are for. Just make sure you aren't using them in combats where they aren't truly necessary.



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PART FIVE

Magic



This section of the book deals with magic. Here's where you'll learn the mechanics of spellcasting, how to research each of *Betrayal in Antara*'s various spells, and the effects of various magical items that you'll find throughout your adventures. Magic plays a big role in the world of Ramar. Read on, and learn how to use it to the best effect.



Mechanics of Spellcasting

There are 20 spell skills that Aren (or any spellcaster) may learn. Spellcasters learn these skills gradually, either through research or by observing the skills in action. Learning these skills, however, is only the first step. The next steps are to study the skills and combine them into useful spells. Your game manual gives specific details on how to learn, research, and combine spell skills.

Once a spell has been fully researched, it's available for casting. When the spell is actually cast, the spellcaster loses a point of stamina for each point of "spell power" that goes into that spell. If all stamina points are gone, health points are lost instead.

It's important to remember that spells require stamina and health points. Why's that? Well, let's say your party is in combat and Aren's standing close to a group of enemies. You could have Aren cast a damaging spell at one of the enemies, but you have to weigh the effects of the spell against the cost in stamina and health. By casting that spell, Aren will deprive himself of stamina and health just as surely as an enemy sword stroke would. Maybe you'd better reconsider, and have Aren attack with his staff instead—or run, or maybe just defend himself.

The depleting effects of spellcasting can also work to your advantage. If an enemy spellcaster has been harassing your party with numerous harmful spells, you can often send a lone party member up to kill him with a single blow. His spellcasting has probably rendered him vulnerable, so you'll benefit by attacking him immediately, and getting him out of the picture.

Hitting the Enemy

If a spellcaster has the available stamina and health required to cast a spell, the spell will always be cast with a 100 percent degree of success. To put it

another way, the act of spellcasting is never a hit-or-miss proposition. Sometimes certain factors (such as a lack of health or an enemy who's too close) prevent the spell from being cast at all, but as long as conditions are right for spellcasting, there's never any question that the spell will be successfully cast.

The only time a spell fails is when a long-range spell attack misses the enemy. Whenever Aren casts a spell at a distant enemy, a "to hit" calculation is performed. This calculation is a lot like the one used to determine whether an arrow hits its mark, except that Spell Accuracy skill is used instead of Archery skill.

This "automatic" quality of spells is important to understand. Since Aren's spells will always be successfully cast, you can rest assured that the stamina and health spent in casting that spell is never wasted, unless you miss with a projectile spell.

Spells and Effects

The table below shows every spell Aren can research. By examining the Component columns for any given spell, you can see which spell skills (i.e. Components) Aren must know before he can research that spell. The Value column after each Component tells you (numerically) how capable Aren must be in that skill before he can start researching the spell.

The Spell Group column provides information on a spell's general classification. Possibilities include Non-combat (Non), Protective (Protection), Close Range (Close), Line-Of-Sight (LOS), Area Effect (Area) and Miscellaneous (Misc). The Chapter column tells you the earliest chapter Aren is likely to be able to research a particular spell.

Finally, the Projectile column tells you whether a spell is considered a Projectile. Projectile spells are capable of missing their target, whereas other types of spells always find their mark when successfully cast.

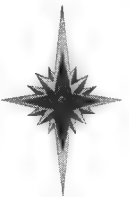
The spells in this table don't require much explanation, though you'll find a few notes on spell effects below the table. For a truly in-depth look at these spells, though, you should research them in the game and cast them yourself. There's nothing quite like finding out for yourself precisely what each spell does.



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PART FIVE

TABLE 5-1 SPELLS

	SPELL GROUP	SPELL NAME	COMPONENT 1	VALUE	COMPONENT 2
	Non	"Detect Valuables"	Area	5	Detect
	Close	"Shove"	Touch	5	Cause
	Close	"Static Discharge"	Touch	5	Create
	Protection	"Aura of Insulation"	Self/Ally	5	Resist
B	Close	"Dehydrate"	Touch	5	Remove
E	Misc	"Tortoise Bind"	Range	5	Remove
T	Misc	"Unseeing Eye"	Range	5	Remove
R	Protection	"Thermal Envelope"	Self/Ally	10	Resist
A	Non	"Detect Traps"	Area	5	Detect
Y	Misc	"Adrenaline"	Self/Ally	5	Cause
A	Protection	"Winter's Kiss"	Self/Ally	10	Resist
L	Non	"Moonglow"	Area	10	Create
I	Non	"Detect Passages"	Area	10	Detect
N	Area	"Swarm"	Area	15	Cause
A	LOS	"Emulsify"	Range	15	Cause
N	LOS	"Hot Foot"	Range	20	Create
T	Misc	"Communion"	Range	10	Detect
A	Misc	"Quicksilver"	Self/Ally	15	Cause
R	Misc	"Muscular Decay"	Range	15	Remove
A	LOS	"Lightning Bolt"	Range	10	Create
	Area	"Scent of the Viper"	Detect	35	Area
	Close	"Combust"	Touch	25	Cause
	LOS	"Geyser"	Range	15	Create
	Protection	"Armor Light"	Self/Ally	30	Resist
	Misc	"Impervious Passage"	Self/Ally	35	Create

Magic

VALUE	COMPONENT 3	VALUE	COMPONENT 4	VALUE	PROJEC- TILE?
5	—		—	—	No
5	Movement	5	—	—	No
5	Electricity	10	—	—	No
5	Electricity	10	—	—	No
10	Water	10	—	—	No
10	Movement	10	—	—	No
10	Light	10	—	—	No
15	Cold	5	—	—	No
10	Damage	15	—	—	No
10	Strength	15	—	—	No
10	Fire	10	—	—	No
10	Light	10	—	—	No
15	Movement	10	—	—	No
10	Damage	15	—	—	No
10	Damage	15	—	—	Yes
10	Fire	17	—	—	Yes
10	Strength	20	Touch	10	No
20	Movement	15	—	—	No
15	Strength	22	—	—	No
17	Electricity	25	—	—	No
25	Poison	10	—	—	No
17	Fire	30	—	—	No
25	Water	35	—	—	No
20	Damage	30	—	—	No
20	Movement	30	—	—	No

PART FIVE

TABLE 5-1 SPELLS *(continued)*

SPELL GROUP	SPELL NAME	COMPONENT 1	VALUE	COMPONENT 2
Misc	"Gift of Sen"	Self/Ally	20	Create
LOS	"Cold Cut"	Range	40	Create
Close	"Venom"	Touch	30	Cause
Area	"Web"	Area	25	Range
Area	"Moonless Night"	Area	25	Range
Protection	"Kagro's Filter"	Self/Ally	30	Resist
Area	"Choking Cloud"	Area	30	Create
Protection	"Cloak of the Magi"	Self/Ally	30	Resist
Protection	"Blazing Barricade"	Area	30	Create
Close	"Deep Freeze"	Touch	35	Cause
Close	"Clarity of Purpose"	Touch	40	Remove
Close	"Nullify"	Touch	20	Remove
Misc	"Purification"	Self/Ally	45	Remove
Protection	"Metabolic Stasis"	Self/Ally	45	Resist
Area	"Lightning Storm"	Area	55	Create
Protection	"Ethereal Void"	Area	40	Remove
Close	"Rachel's Song"	Touch	35	Cause
Area	"Monsoon"	Area	50	Create
Area	"Toxic Cloud"	Area	30	Range
Area	"Blizzard"	Area	40	Range
LOS	"Fire Ball"	Area	40	Range
Protection	"Force Dome"	Area	70	Resist
LOS	"Lava Sphere"*	Area	70	Range

* Lava Sphere actually requires a *fifth* Component, in addition to the four already listed: Fire. Aren must have a Fire skill of 85 before attempting this incredibly damaging spell.

Magic

VALUE	COMPONENT 3	VALUE	COMPONENT 4	VALUE	PROJEC- TILE?
25	Remove	20	Damage	20	No
20	Cold	30	—	—	Yes
30	Poison	30	—	—	No
15	Remove	25	Movement	25	Yes
20	Remove	25	Light	25	No
40	Charm	25	—	—	No
30	Poison	40	—	—	No
40	Magic	30	—	—	No
30	Fire	40	—	—	No
30	Cold	37	—	—	No
35	Charm	40	—	—	No
45	Magic	50	—	—	No
30	Poison	40	—	—	No
40	Poison	40	—	—	No
40	Electricity	35	—	—	No
50	Magic	40	—	—	No
50	Charm	50	—	—	No
40	Water	60	—	—	No
35	Create	35	Poison	60	Yes
30	Create	35	Cold	60	No
30	Create	40	Fire	60	Yes
65	Damage	80	—	—	No
60	Create	60	Cause	50	Yes



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Many of these spells create damaging projectiles: Emulsify, Hot Foot, Cold Cut, Fireball, and Lava Sphere are among these straightforward, damage-dealing spells.

Many other spells are variants of the damage-dealing projectile. Static Discharge, for example, causes damage but requires a touch to be activated. Web, on the other hand, is a true projectile, but it immobilizes foes instead of harming them.

Another class of spells is devoted to decreasing enemy abilities. Unseeing Eye temporarily blinds opponents, Muscular Decay saps their strength, Tortoise Bind removes mobility, and so on.

On the other end of the spectrum are spells that *enhance* abilities. Quicksilver increases your characters' speed, giving them more turns in combat; Adrenaline bestows a temporary strength boost.

A whole range of spells is designed to protect your characters from various effects. Some, like Armor Light, increase your characters' resistance to damage. Others, like Winter's Kiss and Aura of Insulation, protect characters from specific types of attack (fire and electricity, in these cases).

Then, of course, there are the miscellaneous non-combat spells. A range of detection spells performs tasks like locating treasure or detecting traps. Moonglow causes light. The list goes on. . . .

We haven't discussed every spell on the list, but as you can see, most spells fall easily into one of several distinct categories. It's up to you to test these spells and compare their effects, so you can decide for yourself which ones you prefer to cast.

Learning Spell Skills

While it's helpful to know which skills Aren needs to cast a particular spell, it's even *more* useful to know *where* he can learn these skills. Once the skills are learned he can augment them through practice, but it's the initial learning process that can prove most daunting. Here's a list of spell skills, along with notes on when and where Aren can learn them.

Most columns in this table are self-explanatory. Starting Value shows how skillful Aren will be if he learns the skill in *combat*. Where Obtained lists every possible source Aren could learn the skill from, and Chapter tells you in what chapters that particular source of knowledge is available.

TABLE 5-2 Where to Learn Spell Skills

STARTING VALUE	SPELL SKILL	WHERE OBTAINED	CHAPTER
5	Self/Ally	Finch - North of Midova (5 pts)	2
		Naomi - Conservatory in Varnasse (5 pts)	4
5	Area	Finch - North of Midova (5 pts)	2
		Scott Gratsi - (5 pts)	1 or 2
		Mage - Ormede (7 pts)	2
10	Range	Thomas and Stuart - Ravenne (2 pts)	4
		Camille Faray - Ticoro (10 pts)	3
5	Touch	Start (5 pts)	1
		Finch (5 pts)	2
5	Create	Start (5 pts)	1
		Scott Gratsi - (5 pts)	1 or 2
		Mage - Ormede (7 pts)	2
		Camille Faray - Ticoro (10 pts)	3
5	Cause	Thomas and Stuart - Ravenne (2 pts)	4
		Darvostan - Isten (3 pts)	4
10	Remove	Finch, North of Midova (5 pts)	2
5	Resist	Finch, North of Midova (5 pts)	2
		Naomi - Conservatory in Varnasse (5 pts)	4
5	Detect	Scott Gratsi - (Book of Spells) -(15 pts)	1,2?
10	Poison	Naomi - Conservatory in Varnasse (5 pts)	4
20	Light	Mage - Ormede (10 pts)	2
		An Optics Primer (Book) (5 pts)	—
		The Bindery - Ticoro	3
		Arcana - Grandeur	4,5,7

PART FIVE

TABLE 5-2 Where to Learn Spell Skills (*continued*)

STARTING VALUE	SPELL SKILL	WHERE OBTAINED	CHAPTER
		Lucky Charms - Ligano	1,2,6
15	Damage	Constitutional Study (Book) (5 pts)	—
		Parnu's House of Mystery - Dumali	8,9
		Scott Gratsi - (Book of Spells) -(5 pts)	1 or 2
10	Electricity	Start (10 pts)	1
		Weather Patterns of Ramar (Book) (5 pts)	—
		Parnu's House of Mystery - Dumali	8,9
15	Strength	Muscles and Glands (Book) (5 pts)	—
		Parnu's House of Mystery - Dumali	8,9
		Arcana - Grandeur	4,5,7
20	Fire	Blind Mage - Breland (12 pts)	8
10	Cold	Wilder Mage - Near Torlith	6
30	Magic	Darvostan - Isten (30 pts)	4
5	Movement	Thomas and Stuart - Ravenne (7 pts)	4
		Jax - Beluckre (15 pts)	8
		Castere's Journal (Book) (5 pts)	—
		Abandoned house in Everton	4,7
10	Water	Camille Faray - Ticoro (10 pts)	3
		Field Guide to Irrigation (Book) (5 pts)	—
		Parnu's House of Mystery - Dumali	8,9
25	Charm	Darvostan - Isten (10 pts)	4

Note: Books will vary as to how much spell skill percent they will give after the first use. Starting values only apply when a skill is learned in combat.

Magical Items

The following pages contain a roster of magical items. This is *not* a definitive list of every magical item in *Betrayal in Antara*. Certain magical items directly related to combat, such as potions and enhancers, are listed in Part Four. Also, a few unique magical items are not listed here at all. These items typically have a plot-related function, so to list them here would be to give away the game.

MAGICAL BOOKS AND SCROLLS

Here's a list of the magical books and scrolls your characters will find in their travels across Antara. These books increase specific skills when read.

As a whole, magical books are most valuable on the first reading. Subsequent readings are much less likely to yield gains. A typical strategy is to have every character who can benefit from a particular book read it once, and then immediately sell the book. If the book covers a topic that's particularly useful to your party, however, you might want to keep it and read it again in hopes of extra gains.

Castere's Journal

The first time a spellcaster reads this book, his Movement skill increases by 5%, and the game clock advances by six hours. On subsequent readings, the book has a 2% chance of increasing the spellcaster's Movement skill by 1%. When read by anyone other than a spellcaster, or by a spellcaster after the first time, the act of reading advances the game clock by one hour.

Non-spellcasters gain no benefits from reading this book.

Constitutional Study

The first time a spellcaster reads this book, his Damage skill increases by 5%, and the game clock advances by six hours. On subsequent readings, the book has a 2% chance of increasing the spellcaster's Damage skill by 1%. When read by anyone other than a spellcaster, or by a spellcaster after the first time, the act of reading advances the game clock by one hour.

Non-spellcasters gain no benefits from reading this book.

An Optics Primer

The first time a spellcaster reads this book, his Light skill increases by 5%, and the game clock advances by six hours. On subsequent readings, the book has a 2% chance of increasing the spellcaster's Light skill by 1%. When read by anyone other than a spellcaster, or by a spellcaster after the first time, the act of reading advances the game clock by one hour.

Non-spellcasters gain no benefits from reading this book.

Weather Patterns of Ramar

The first time a spellcaster reads this book, his Electricity skill increases by 5%, and the game clock advances by six hours. On subsequent readings, the book has a 2% chance of increasing the spellcaster's Electricity skill by 1%. When read by anyone other than a spellcaster, or by a spellcaster after the first time, the act of reading advances the game clock by one hour.

Non-spellcasters gain no benefits from reading this book.

A Field Guide to Irrigation and Farming

The first time a spellcaster reads this book, his Water skill increases by 5%, and the game clock advances by six hours. On subsequent readings, the book has a 2% chance of increasing the spellcaster's Water skill by 1%. When read by anyone other than a spellcaster, or by a spellcaster after the first time, the act of reading advances the game clock by one hour.

Non-spellcasters gain no benefits from reading this book.

Muscles and Glands

The first time a spellcaster reads this book, his Strength skill increases by 5%, and the game clock advances by six hours. On subsequent readings, the book has a 2% chance of increasing the spellcaster's Strength skill by 1%. When read by anyone other than a spellcaster, or by a spellcaster after the first time, the act of reading advances the game clock by one hour.

Non-spellcasters gain no benefits from reading this book.

Magic

The Inner Void

The first time a *non-spellcaster* reads this book, his or her Archery skill improves by 5%. Subsequent readings have a 2% chance of increasing Archery skill by 1%. Each reading advances the game clock by one hour.

Spellcasters gain no benefits from reading this book.

The Adventures of Caarl Maston

The first time any character reads this book, his or her Melee, Scouting, and Stealth skills improve by 5%. Subsequent readings have a 2% chance of increasing these same skills by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

Ponaka's Last Stand

The first time any character reads this book, his or her Defense skill improves by 5%. Subsequent readings have a 2% chance of increasing Defense skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

Swamp Survival Skills

The first time any character reads this book, his or her Stealth skill improves by 5%. Subsequent readings have a 2% chance of increasing Stealth skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

A Social Analysis of Organisms

The first time any character reads this book, his or her Assessment skill improves by 5%. Subsequent readings have a 2% chance of increasing Assessment skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

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Ledger

The first time any character reads this book, his or her Haggling skill improves by 5%. Subsequent readings have a 2% chance of increasing Haggling skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

Cadman's Memoir

The first time any character reads this book, his or her Mining skill improves by 5%. Subsequent readings have a 2% chance of increasing Mining skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

Carlith Mating Rituals

The first time any character reads this book, his or her Gambling skill improves by 5%. Subsequent readings have a 2% chance of increasing Gambling skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

Acute Senses and Perception

The first time any character reads this book, his or her Scouting skill improves by 5%. Subsequent readings have a 2% chance of increasing Scouting skill by 1%. Each reading advances the game clock by one hour.

Any character can benefit from reading this book.

TALISMANS

Talismans are magical items that bestow permanent effects upon the wearer. Some of these talismans—the ones that have a direct effect on combat—are also listed in Part Four.

Always be on the lookout for talismans. Because their effects are permanent, they rank among the most valuable magical items.

Ring of Welcoming

The Ring of Welcoming increases Lockpicking skill by 15 points while worn. This is a fairly significant increase, and when added to the skills of an already proficient lockpicking character, will make any chest accessible.



Shadowring

The Shadowring increases Stealth skill by 20 points while worn. Remember, though, that the *worst* Stealth skill in your party is checked when your party tries to sneak up on an opponent. So if you happen to have a Shadowring, make sure you give it to your *least* stealthy character.

Ring of the Ranger

The Ring of the Ranger increases Scouting skill by 15 points while worn.

Whereas the party's worst Stealth skill is checked when your party tries to surprise opponents, *everyone's* Scouting skills are checked when your party approaches an ambush. Therefore, it's usually to your advantage to give a Ring of the Ranger to the character with the best scouting skill.

Circlet of Senaedrin

If a character becomes poisoned or incapacitated while wearing a Circlet of Senaedrin, these conditions are alleviated at twice the normal speed.

Necklace of Communion

A character's Assessment skill is doubled while wearing this necklace. So if the character's Assessment skill is already at 50% when he or she dons the Necklace, his or her Assessment can actually increase to 100%.

Lucky Charm

Whenever the wearer of this ring fails a skill check *outside* of combat, he or she gets another skill check for "free." For example, let's say your party is approaching an ambush. Everyone's Assessment skill is checked, and everyone fails: Nobody notices the ambush. But one of your characters happens to be wearing a Lucky Charm, so that character gets an extra Assessment check. If all goes well, this extra check will allow your character to sense the ambush. A Lucky Charm can also be useful when its wearer is picking locks, sneaking up on enemies, or doing just about anything else in which he or she has a chance of failing.

In combat, the Lucky Charm also has beneficial effects. Whenever the ring's wearer attacks an opponent and barely misses, he or she gets a second chance to strike. If the ring's wearer misses by a mile on the first attack, however, no second chance is bestowed.

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PART FIVE



Henne's Horn

While a character wears a Henne's Horn, all food requirements are halved. So instead of consuming a food ration every night, the character only needs to eat every other night.

There is a drawback, however. When camping outside, anyone wearing a Henne's Horn can only restore his or her condition to 70% of their maximum (as opposed to the normal 80% condition gained by camping). Thus, the wearer might want to remove the Horn when injured, the better to heal.



Protective Charm

The Protective Charm reduces damage from all strikes by 5 points, and increases the wearer's Defense rating by 5. All things considered, this is an excellent charm to give your most vulnerable character.

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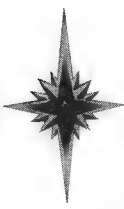
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PART SIX

Betrayal
in Antara
Walkthrough



If it's help you need, you've come looking in the right place. This part of the book contains explicit walkthroughs for every chapter of *Betrayal in Antara*. This is where you'll find detailed information on every major task and quest in the game, plus every minor quest and interaction your party can participate in. These walkthroughs clearly separate required tasks from optional ones—so you'll always know precisely what's required of you in any given chapter, and which tasks are left up to your own discretion.

Using These Walkthroughs

We don't recommend reading these chapters in full until you've beaten the game. Instead, read bits and pieces to help you past specific difficulties, or to get a better sense of what you need to accomplish. Then, when you've reached the end of *Betrayal in Antara*, you can come back and read these chapters straight through to see what you missed, and learn what you might have done differently.

Here are some more hints for getting the most out of these walkthroughs.

WALKTHROUGH FORMAT

Betrayal in Antara is broken into nine chapters. Each chapter's walkthrough starts with a plot summary, followed by a set of parameters for that chapter—including your party's primary and secondary objectives, starting and ending locations, and travel options. Next you'll find the walkthrough itself, broken into several sections for easy reading. Finally, after the main walkthrough, you'll find instructions for completing the numerous sub-quests and character interactions found throughout the chapter. These sub-quests and interactions are purely optional, but they're fun and often profitable. We encourage you to give them a try.

MAPS AND NAVIGATION

Aside from a large-scale map of Ramar, you won't find any maps in this section. The world map of Ramar and your in-game automap are the only maps

Betrayal in Antara Walkthrough

you'll need to follow most of these instructions. When other maps are required, always refer to the "Atlas of Ramar" in Part Seven. Whenever a location is particularly hard to navigate, or whenever a character is particularly hard to find, we'll suggest that you look to the atlas for help.

You'll note that the map of Ramar is divided into a grid of numbered squares. The "Atlas of Ramar" contains a full-sized map of each of these squares, so you can always look there for an extra level of detail. Important characters and locations from the main plot are clearly marked on the atlas maps. Characters and locations from sub-plots generally aren't marked on these maps, however, because they're nonessential and typically quite easy to find. Similarly, individual houses in each town are not labeled on atlas maps, because the low number of houses in most towns makes it easy to find the dwelling you're looking for.

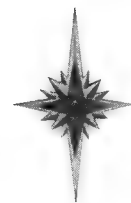
HOUSES AND OPTIONAL QUESTS

When you read the Optional Quests section of each chapter, you'll find lists of quests and interactions organized by the locations they're found in—usually towns and villages.

Unless otherwise noted, most of the characters involved in sub-quests are found in houses, not standing outside. So unless we specifically state that a character is standing outside, or is located somewhere other than a house, you can generally assume that he or she is located indoors.

A WORD ABOUT DETAILS

One final note: There are certain actions—such as fighting, adjusting character skills, buying food, and resting—that are taken for granted in this walkthrough. If we cluttered each chapter walkthrough with this sort of information, it would be difficult for you to locate the important parts. So we won't keep reminding you how to fight, when to adjust skills or research spells, when to buy food, or when to rest your party. It's assumed that you'll do all these things along the way; see Parts Three, Four, and Five of this book to learn more about managing these affairs.



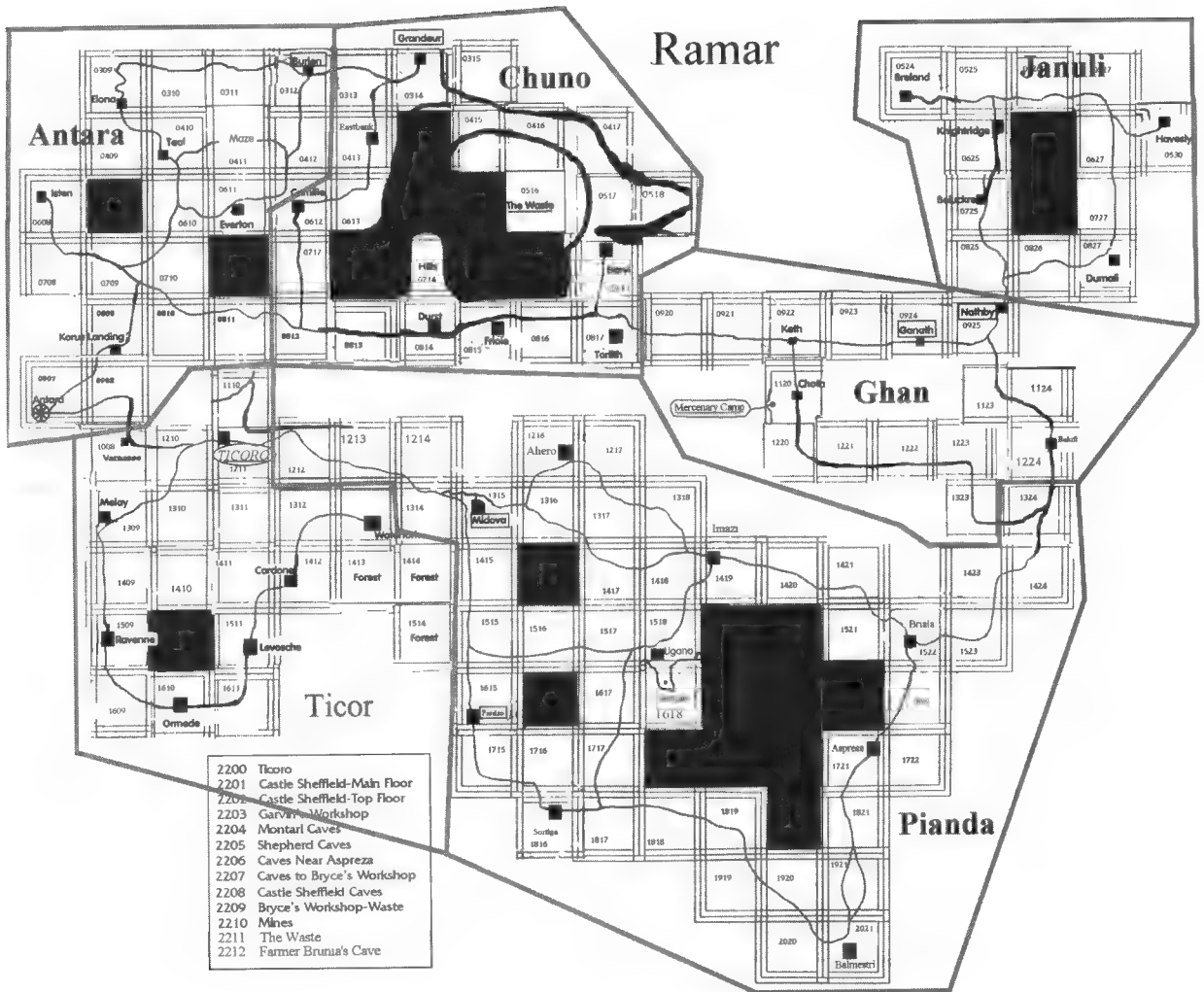
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PART SIX



Ramar world map

Chapter One: Overview and Walkthrough

After Aren and William's deadly encounter with a flying beast, both agree it's in their best interest to travel to Panizo: William must report to his father, and Aren could benefit from magical training at the Escobar household.

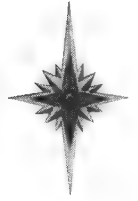
They set off through the woods and eventually find themselves in Briala. Aren says brief farewells to his family and friends, and then he and William start the long journey to Panizo.

Traveling south or west from Briala, the duo stumble upon Kaelyn Usher. She's been waylaid by a band of rough-looking men whose bad intentions are clear. A fight ensues, and the men are driven away. Kaelyn decides to join Aren and William on their journey: They've saved her, and she feels a strong sense of obligation.

After this point, the party's possibilities are numerous. The ultimate goal is to reach William's estate in Panizo, whereupon the chapter ends. However, the path to Panizo is blocked by Montari. A recent drought has cut off the Montari's water supply, and the lower class of Montari is now thirsty, starving, and desperate. Hostile bands of Montari have taken to raiding the land around Imazi, Ligano, and Sortiga. Your party must hack its way through the Montari in order to reach Panizo.

There are several optional sub-quests in this chapter. It's not necessary to perform any of these, but since there's no time limit, the party can pursue as many or as few as you'd care to. Feel free to take on quests, attack pirates and Montari, and scour the countryside for hidden treasure caches. The equipment and experience you gain will serve your party well in later chapters. When you're done, simply enter William's estate at Panizo to end the chapter.

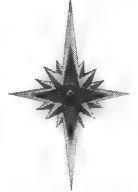
All the optional quests from this chapter are also available in Chapter Two, so if you fail to accomplish them in this chapter, you're assured of a second chance.



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PART SIX

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Primary Objective: Go to William's estate in Panizo.

Intermediate Objectives:

Rescue Kaelyn in the woods.

Engage in sub-quests (optional but recommended).

Starting Location: A rocky shoreline east of Briala.

Ending Location: The Escobar estate in Panizo.

Travel Options: Limited to the Pianda province. Montari raiders make travel near Imazi, Ligano, and Sortiga difficult.

* * * * *

GETTING STARTED

You start the game on the beach east of Briala (section 1523 on the Ramar map). Aren and William will automatically have a short conversation about their prospects in Panizo, and then you're free to send them wherever you'd like.

Proceed west to Briala. You can investigate the village if you'd like, but you aren't obligated to do anything here. Tyre Cordelaine, Aren's adopted father, is standing outside the Spitting Lion Inn. You might want to speak with him, just for a bit of flavor and background information. Also, Laura Miller (Aren's girlfriend) is standing by the well in the middle of the village. You might want to speak with her, too.

When you're done in Briala, save the game and head due south or west. You'll quickly encounter Kaelyn and her attackers. Don't worry about finding them, as the encounter happens automatically. Fight the attackers as best you can, reloading the game and trying again if anyone gets injured too severely. (See Part Four for detailed combat strategies.) Kaelyn is now a member of your party.

ON THE ROAD TO PANIZO

Continue south to Aspreza. In town, enter the Riper Wheel Tavern and talk to Scott Gratisi, a troubadour who knows Aren. Aren can get some papers

Betrayal in Antara Walkthrough



You'll encounter all sorts of enemies from here on out: pirates and Montari, mostly. Some will actively block your path, while others will appear only if you leave the road. Follow the combat advice in Part Four of this book, and be sure to proceed with caution. Remember, there's no time limit on this chapter, so rest your party thoroughly after each combat.

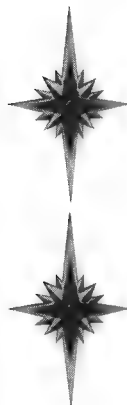
from Scott that, when used, will augment his magical abilities. Proceed south to Balmestri, then west to Sortiga. From Sortiga you can follow the road northwest to Panizo. Of course, it won't be as easy as all that. You'll encounter lots of pirates, Montari, and other belligerent types along the way, and you'll have to fight most of them. If you save the game after successful combats and follow the advice from Part Four, however, you should eventually win your way through to Panizo. Click on the Escobar estate in Panizo to end the chapter.

WAS THAT ALL?

Yes, that's all you need to do. Everything else is optional, so this chapter is extremely simple if you just do the bare minimum. But there are lots of possibilities for extra adventure in Chapter One, and you'll miss out on the fun if you don't explore them. See the Optional Quests section for details.

OTHER POSSIBILITIES

Note that you don't have to reach Panizo by way of Aspreza, Balmestri, and Sortiga. It's perfectly acceptable to head west from Briala, and get to Panizo by way of Imazi and Midova, or Imazi and Ligano, or any other path you can trace on the Ramar world map. If you choose to do some of the optional quests in this chapter, you'll end up traveling most of Pianda anyway—so your actual route to Panizo hardly matters.



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Here's the Escobar estate in Panizo. Getting there is your goal in this chapter.

Chapter One: Optional Quests

Here's a look at the optional quests, interesting details, and potentially rewarding situations of Chapter One. They're arranged by location for easy reference.

You'll have to do some house-to-house investigation to find the exact location of these sub-quests and optional activities. Pianda's villages and towns are all quite small, so you won't need to look very long or hard.

BRIALA

- ◆ Talk to Tyre Cordelaine and Laura Miller, both of whom are standing outside. This yields background information, but little else.

Betrayal in Antara Walkthrough

- ◆ Visit the Spitting Lion Inn, where you can find some free burlas in the fountain.
- ◆ Visit Mark's Goods general store. You might want to buy some rope here, for later in the game.
- ◆ Go from door to door and meet several folks at their homes: Bo Derkin's mother, a young townsman named Eugene, a pig farmer, and Lonzo the cattle farmer.
- ◆ By chatting with the pig farmer and agreeing to help her out, the party can easily increase their Stealth skills.
- ◆ By chatting with Lonzo, the party learns that he needs help from Doc Myers in Balmestri. If you later get Doc Myers to come help, Lonzo will reward the party with potions of tonguecoat and steadfast tonic.

ASPREZA

- ◆ Talk to Scott Gratsi at the Riper Wheel Tavern. He'll give Aren some basic magic training, including enhanced Create skill and the spells Detect Traps and Detect Valuables. Just be sure to exhaust all conversation options, then read the notes Scott gives Aren, and Aren will receive the benefits.
- ◆ Stop by Lucan's protective equipment shop and look for useful items—or sell shields.
- ◆ Investigate the houses in town. Some have red ribbons. This means the families inside have the pox.
- ◆ One local house contains Belora, a townswoman whose son Mickel is lost.
- ◆ Bless the party's weapons in the nearby Temple of Kor.
- ◆ Locate Belora's son. To do this, proceed west of town. In the cliff wall in the northern fringe of map section 1721, you'll find a cave. Enter the cave, and refer to the Caves near Aspreza map (in the "Atlas of Ramar") to find Mickel. You'll have to fight a number of Masliths along the way. When you find Mickel, you can rescue him by clicking the rope on him. Then return to Belora's house and receive some free rations. You'll get even more rations if you stay there for dinner.

PART SIX



This is Mickel, the boy who's lost in the caves.

- ◆ If the party has already talked with a character named Liselle, she will appear later in town, and several previously inaccessible houses will be open to the party. If the party hasn't met Liselle yet, don't worry about it!

BALMESTRI

- ◆ Visit the Safe Harbor Inn and meet Farmer Brunia inside. He will tell you about his lost farm. If you manage to recover the deed to his farm, return here to give it to him. He will reward the party with potions. (Note: To recover the deed, you'll have to speak with Korellyn in Sortiga, then Lord Garson in Imazi. See those towns' entries for details.)
- ◆ Also in the Safe Harbor Inn, you can find a free short bow, hear some music, and play cards with a gambler.

Betrayal in Antara Walkthrough

- ◆ Check out the Polished Pommel sword shop, and sell any excess swords, armor, or shields your party may have accumulated.
- ◆ Visit houses around town. Along with the abandoned houses, you'll find some fairly significant places.
- ◆ In one house you'll find Doc Myers. If you've already talked with Lonzo back in Briala, you can now tell Doc Myers to go help Lonzo.
- ◆ Another house contains a brave lad who challenges the party to a fight. By fighting the lad, the party's Assessment skills go down, but by surrendering, the party increases their Assessment.
- ◆ Another house contains a shipmaster and William's younger brother, who's been sent to town to help end the local shipping strike. Talk with the shipmaster to learn more about the strike. Return here after killing the pirates at Penwhite's house, and you'll be able to resolve the strike.
- ◆ One house is guarded by pirates. Kill the pirates to chat with the man inside (Penwhite), and learn more about the situation around town.
- ◆ Talk with the mayor at his house. On your first visit, the mayor will only bluster. On your second visit, if you've already freed Penwhite from his pirate captors, the mayor will pack up and leave.

SORTIGA

- ◆ Stop by the Black Sheep Inn to hear about an old woman (Korellyn) who's frequenting the town.
- ◆ Visit Gloria's Gardens herb shop to buy herbs, and collect a free shovel.
- ◆ There's a wedding afoot in Sortiga, but the wedding rings are missing. You can visit the father of the bride, the groom's brother, the groom, and a friend of the bride by visiting various houses around town. If you kill at least three bands of Montari between Sortiga and Ligano, the father of the bride will reward you with a pearl. (He does this because as long as the Montari are blocking the road, the priest from Ligano can't get to town to perform the wedding.)
- ◆ Walk around on the beach near town until you notice a pile of sand marking the lost wedding rings. The rings can be dug up with a shovel,

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PART SIX



Korellyn will help you recover Farmer Brunia's lost deed.

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then returned to the father of the bride (for no reward) or the groom's brother (for a copy of the book *Acute Sense and Perception*). Click the rings on the door of the appropriate house to return them.

- ◆ If you've returned the wedding rings, talked to the priest of Henne in the temple near Ligano (and sent him down to perform the wedding), and waited at least two weeks, you can return to whomever you gave the rings and learn how the wedding went.
- ◆ In the woods slightly north of town is Korellyn, an old woman. Talk to her, and she'll heal you. You can also learn about nudberry roots (which are useful in a later encounter with a Grrrlf named Flaar). If you have already spoken to Farmer Brunia in Balmestri, you can also ask Korellyn about him. This line of conversation allows you to buy her kerchief by handing over approximately ten burlas during your conversation. The kerchief is needed to get Farmer Brunia's deed back. Present the kerchief to Lord Garson in Imazi to claim the deed.

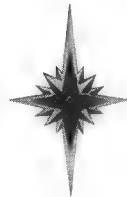
Betrayal in Antara Walkthrough

IMAZI

- ◆ Enter the Flowing Flagon Inn to discover a free shield, and a gambler who will play cards with you.
- ◆ The Azure Blade, a weapons and armor store, has a free bundle of torches on the floor. Take them!
- ◆ Talk to Krey Matchi at his house. If you give him animal skins (the ones Kaelyn started the game with, or the ones in a hidden cache in section 1318), he'll make you a drum that's useful in combat against field worms.
- ◆ Talk to Lord Garson at his estate near town. If you've already talked with Korellyn in Sortiga, you can accuse Garson of sabotage. You'll need Korellyn's kerchief to back up your claims, so if you don't have it, you'll have to return to Sortiga to get it from her. Once you show Garson the kerchief, you can get back Farmer Brunia's deed and return it to him in Balmestri.
- ◆ If you haven't yet returned Farmer Brunia's deed, a pair of mercenaries will block you from entering his farm. If you have returned his deed, though, you can meet Brunia here and learn about his new problem: a haunted field.
- ◆ There's a cave at the back of Brunia's farm, but there's an aura of fear around it that keeps you away. If your party visits the priest of Henne in Ligano, however, they can be blessed, and this blessing lets them overcome the fear. Properly blessed, your party can take the Staff of Nightmares that's stuck in the ground near the entrance to the cave. This staff is causing the aura of fear. After taking the staff, go inside and kill several groups of mercenaries that are inhabiting the cave. Once the mercenaries are dead, you can inform Farmer Brunia that there's a gold mine in his cave, much to his delight.

ALIERO

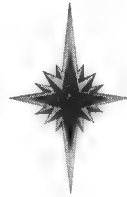
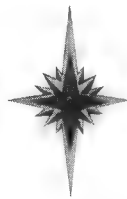
- ◆ The Fresh Air Tavern has a miner with information about the town.
- ◆ The Mother Lode is a nearby general store.
- ◆ Many houses are abandoned.



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PART SIX

- ◆ There's a mine entrance to the west of town. You can go inside and mine some gems by using a pickax on the proper walls. This is handy if you want to earn some extra burlas. Refer to the Mines map in the "Atlas of Ramar" for details.

LIGANO

- ◆ The Shady Vale Inn has an innkeeper who will buy up to 12 ales from the party, if they have any to sell.
- ◆ The Lucky Charms magic shop is an interesting place to visit.
- ◆ Visit local houses and look for a woman named Rosie. Talk to her, then look for the house of Sergeant Kalyx. If the party has talked with Rosie and defeated all the Montari bands on the road between Ligano and Sortiga, Kalyx will increase the party's Defense ratings in exchange for seven food rations. Just click the food on his door to get the training.
- ◆ One house in town contains a band of Black Marketeers. Break into their lair to fight them and take their loot!
- ◆ Another house contains a nurse who will increase the party's Assessment skills for 12 herbal powders. Just click the powders on her door to get the bonus.



To sell ale, go into your inventory screen while talking to the innkeeper, get the ale, and drop it on the innkeeper portrait in your inventory screen. This only works if you access your inventory while the text box describing the innkeeper's need for ale is on-screen.

Also, selling ale works only before you've killed all the Montari on the road to Sortiga. If you've already killed them, the Montari blockade will be lifted and the innkeeper can get ale on his own.

Betrayal in Antara Walkthrough



Assist Liselle by giving her 24 days' worth of rations.

- ◆ Find Liselle and her companions, a group of Sisters of Senaadrin located on the road northeast of town. Liselle is trying to assist pox victims in Aspreza. She'll leave right after your conversation regardless of whether you give her any food. But, if you give her 24 days' worth, she'll be able to complete her mission. If you don't give her the food, she'll still leave, but she'll fail her mission.
- ◆ You can visit Aspreza after a week has passed to meet Liselle again and learn the outcome of her quest. Visit the houses of local pox victims to claim rewards for your help. If you failed to give her the rations, however, her quest to assist the pox victims will have failed, and there will be no new houses to explore.
- ◆ Directly south of town, through a mountain pass, is a Temple of Henne. One of the priests at this temple will travel to Sortiga to perform a wedding—if the party has killed all the Montari between Lignano and Sortiga. The other priest will bless the party for a fee. This blessing allows you to enter Farmer Brunia's haunted field (in Imazi) without automatically fleeing.

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MIDOVA

- ◆ The Greener Pasture Inn features a gambler and some raucous drinkers.
- ◆ There's some free rope on the floor of Second Skins, a leather goods store. Take it. Rope is useful on more than one occasion, and it often gets used up.
- ◆ Antoni's Bank is closed in this chapter, but it's important later on.
- ◆ Find the marketplace. Talk to the fakir there and learn how to use drums against field worms. (You can get a drum in Imazi, from Krey Matchi.) You can also browse through stalls of Montari goods and wilted vegetables. A man hiding in the shadows of the marketplace will try to sell Aren a magic bracelet, which is in fact worthless.

PANIZO

- ◆ Click on the Escobar estate to end the chapter. Be sure you're ready!
- ◆ Bandera's Gift Inn has a free short sword for you to take, and a gambler for you to wager against. Also, you can chat with the barmaid to learn of her affection for William.
- ◆ The Scribner's Alcove and The Anvil are good places to find books and armor, respectively.

MONTARI CAVES

The entrance to the Montari Caves is in the northwest part of section 1818 on the map. You can go inside to talk with Chee, leader of the Montari, but he has little of value to tell you in this chapter.

Chapter Two: Overview and Walkthrough

In this chapter, William is ordered to locate Finch (the Escobars' personal wizard) in order to get Aren some training. But he has other plans, as well: After getting Aren a modicum of magical tutelage at the hands of Finch, he plans to



Betrayal in Antara Walkthrough

head for Ticoro and investigate the matter of the consort. Is the consort in danger, or does the consort himself pose a threat to his imperial bride-to-be? This is the mystery that Gregor hinted at before he died, a mystery William plans to solve.

William and his companions travel to Midova to locate Finch. There, they learn that Finch is preoccupied and irritable, and he won't do much of anything for the party unless he's given some Chailan tea. As you might expect, getting the tea is more trouble than it sounds like. Most of the party's efforts in Chapter Two are directed toward finding this blasted tea!

To get their hands on the tea, the party first visits a shopkeeper in Midova. The shopkeeper orders the tea and promises that it will arrive in a week. But Antoni, the local moneylender, confiscates the tea (along with the shop's other items) before the party can get their hands on it. Why? Because Paolo Verazza, the shop's owner, has failed to repay his debt to Antoni. Now the party must run an errand for Antoni so that he will forgive Paolo the debt, and give back Paolo's items—including the valuable tea. The errand involves recovering gems from Enkudi, another debtor.

Enkudi's gems are eventually returned to Antoni, and the party finally gets their precious tea. When the tea has been handed over to Finch, and Aren has received a bit of magical training, the party is free to travel west to Ticoro and end the chapter.

The main bridge to the Ticor province is perpetually inaccessible throughout the game. To get to Ticoro, therefore, the party needs to sneak through a hole in the mountains west of the Panizo-Midova Road. The chapter ends when the party reaches the gates of Ticoro.



Primary Objective: Travel to Ticoro.

Intermediate Objectives:

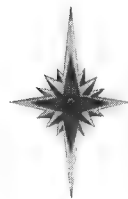
Locate Finch.

Get Chailan tea for Finch.

Find a way to the Ticor province.

Starting Location: The countryside near Panizo.

Ending Location: Outside the Ticoro gates.



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PART SIX

Travel Options: You can travel freely through Pianda and Ticor. All optional quests from Chapter One remain in place, and more optional interactions and quests are added.

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GETTING STARTED

From your starting location, head north to Midova. There are numerous combats along the way. Once you get to Midova, look for Finch. He's not actually inside Midova; he's standing north of the city, in an indentation of the cliff wall. Chat with Finch, and he'll tell you he's unwilling to help you unless you bring him some Chailan tea.

Now enter Midova. Go to Peerless Imports and inquire about Chailan tea. Paolo Verazza, the shop's owner, will order it for you—but it won't arrive for



Finch is in the hills north of Midova.

Betrayal in Antara Walkthrough

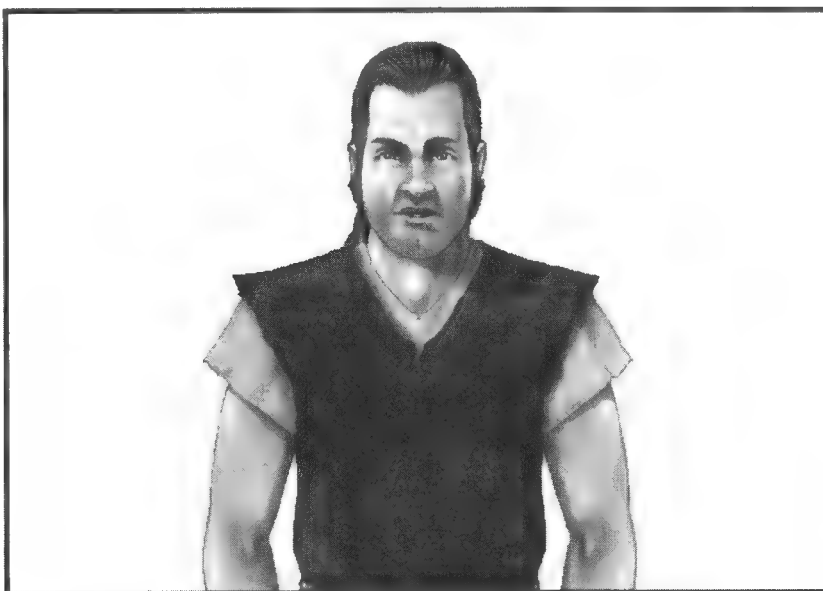
a week. Now you must find some way to kill a week or more. You can either travel around and engage in sub-quests, or simply sleep the week away.

When the week is up, return to Peerless Imports. The place has been trashed. Ask Paolo what happened, and he'll tell you that Antoni the money-lender was responsible. Visit Antoni's Bank, also in Midova, and ask Antoni about his side of the story. Antoni says he never received Paolo's repayment of debt, even though Paolo claims he sent it. However, Antoni is willing to forgive Paolo's debt if your party helps him out and collects on a different debt. This other debt is owed by a man named Enkudi.

ENKUDI AND THE MONTARI

Now you need to find Enkudi. He's on the road between Sortiga and Ligano, in map 1717 (see Atlas of Ramar). You'll have to fight past his Montari bodyguards to talk with him.

Talk with Enkudi, and he'll give you some gems to pay back Antoni. You'll also learn that he's on a mission of mercy to help the Montari discover a new water supply. If you continue to talk with him, he'll give Aren a divining rod



Enkudi is on the road between Sortiga and Ligano.

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and let you take up this quest in his stead. Helping the Montari isn't necessary for winning the chapter, but if you're inclined to help the Montari, refer to the Optional Quests section for details.

BACK TO MIDOVA

Return to Midova and give Enkudi's gems to Antoni. Then go to Peerless Imports and collect the newly recovered Chailan tea from Paolo. He'll give you some extra merchandise for your troubles, as well.

Now that the Chailan tea has finally been recovered, you are free to leave Midova and talk to Finch. Exhaust all your conversation options with him, and have William agree to oversee Finch's beetles while Aren gains new magical ability, including the skills Self/Ally, Area, Touch, Remove, and Resist. Once you're done talking with Finch, you're free to go on to Ticoro.

ONWARD TO TICORO

Take the road south from Midova. About midway between Midova and Panizo, in map sector 1515, you'll find a gap in the western cliffs that leads toward the Ticor province. (You'll see it on the appropriate map in the "Atlas of Ramar.") Go west through that gap.

On the other side of the gap, you'll have to fight some robbers. Once combat is over, cross the tiny bridge you find nearby (also marked in your atlas, in map section 1414), and proceed north through the forest, following the river.

If you keep following the river, you'll eventually veer westward and end up in the village of Waterfork. Travel due west from Waterfork, and you'll cross another small bridge. After crossing the bridge, travel due north and you'll wind up in map sector 1212, on the other side of the nonfunctional Pian-da/Ticor bridge. From here it's just a short trip west to Ticoro. Enter Ticoro to end the chapter.

Chapter Two: Optional Quests

Here are Chapter Two's optional quests. Bear in mind that Chapter One's optional quests are still available during Chapter Two, and the party is free to pursue them.

Betrayal in Antara Walkthrough

BRIALA

- ◆ If you sent Doc Myers to Lonzo's farm in Chapter One, you can revisit Lonzo's farm and learn that his cows are fine. Lonzo will give you a small reward of potions for your troubles.
- ◆ Chat with Aren's father and Laura Miller. They'll have more to say this time around. Aren can break up with Laura by telling her he's leaving for good.
- ◆ Talk to Eugene at his house. If Aren has already broken up with Laura (see above), he can suggest that Eugene court her.

ASPENZA

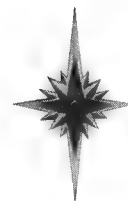
- ◆ If the party gave Liselle enough food (see "Chapter One Optional Quests"), you can now visit the houses of people who were cured by her efforts. These are houses that were marked with red ribbons in Chapter One. If the party failed to give Liselle enough food, these houses will be empty.
- ◆ At the newly populated houses, you'll find a merchant who will reward the party with free potions, a tinker who will fully repair one item free of charge (and repair further items for a small fee), a little girl who can offer the party a gift, and a group of small children.

SORTIGA

- ◆ If you've already returned the wedding rings to the local couple, and you've already sent the priest near Ligano down to perform the ceremony, you can now learn the results of the wedding by visiting either the brother of the groom or the father of the bride. If you already learned the results of the wedding in Chapter One, nobody will be home in this chapter.

IMAZI

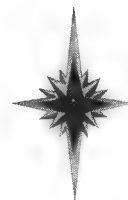
- ◆ Scott Gratisi can be found in the Flowing Flagon Inn during Chapter Two. Stop by to chat with him again.
- ◆ If you haven't already solved the mystery of Farmer Brunia's field (see Chapter One's Imazi entry for details), you can still do it now.



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PART SIX

- ◆ You can partake in some humorous and interesting conversation by visiting local houses. Visit Lord Garson for some dialogue on tax collecting, a local salesman's house to buy some (mostly) useless insurance, a hopeful father's house to hear about his aspirations, and an undertaker's house for a friendly chat. The only item you'll get from all this conversation is a magical insurance policy, which increases your party's defense. You can have this policy blessed in a later chapter.

MIDOVA

- ◆ Most of the interactions in Midova are directly related to the main plot. See the walkthrough for details. Leon, a courier in the Greener Pasture Inn, can give you a little extra insight on where Paolo Verazza's money went (again, see the walkthrough).

ALIERO

- ◆ A house that was previously abandoned contains a miner who can raise the party's mining skills for a fee.

MONTARI CAVES

- ◆ After receiving the divining rod from Enkudi (see the Chapter Two walkthrough), the party can enter the Montari Caves and solve the problem of the Montari drought. The cave entrance can be found in map 1818, along the northern cliff wall.
- ◆ Go inside the caves, referring to the Montari Caves map, and find the spot marked Chee. This is where you'll find Chee, leader of the Montari. Speak with him to learn more of the Montari drought, and then go to the nearby spot marked Water on your map. At this point, have Aren use the divining rod on the pond, and you'll solve the Montari drought. Aren will also learn the Water Spell skill.
- ◆ This sub-quest doesn't get you any rewards, save for the Water skill. But if you look around in the chamber where Aren discovers the water, you'll find a chest with Montari chain mail inside. This quest also gives you a clue about Montari tunneling ability, which is useful in a later chapter.

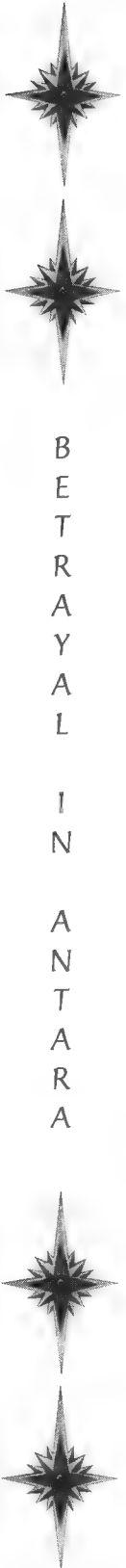
Betrayal in Antara Walkthrough



*Chee, leader of the Montari, isn't known
for his good looks.*

WATERFORK

- ◆ Grab a free fishing pole at the Riverside Pub.
- ◆ Buy herbs at The Herbalist shop.
- ◆ Visit local houses. A trapper will give your party hints that they can fish for food, while a fisherman will reward the party with a Henne's Horn if they've killed all three bands of Masliths near town. Finally, a sick father will give the party a banded shield if they give him fidali paste to heal his son. (Fidali paste is created by mixing fidali leaves and ale.)
- ◆ At the local Contuso estate are two dueling brothers. If you previously found a scroll with the Contuso crest on it, you can present it to them to end their feud. Then you can show the scroll to their mother and collect an emerald as reward for ending the feud. Visit again later to join a party celebrating the feud's end. (The scroll with the Contuso crest is in chest #26, near Midova. See the "Atlas of Ramar" for details.)



CARDONE

- ◆ Visit the Stag's Rack Inn to hear about Flaar, a Grrrlf that was shot and wounded by local hunters.
- ◆ Villagers in their houses will tell the party about the beast that's been haunting the area.
- ◆ Chilblain is a local mage who wants the answer to a riddle, so that he can open a nearby lever chest. If the party happened to discover and open chest 36 (see the Chests list in the "Atlas of Ramar") already, or hears the children's rhyme in Ravenne, they can provide him with the answer. Chilblain will reward the party by attacking them!
- ◆ Flaar, a wounded and half-mad Grrrlf, is hiding in the woods near town. Combine nudberry roots with a food ration (in your character's secondary inventory) to make nudration (which appears in your regular inventory), and then click the nudration on Flaar to calm him down. He will then tell the party of a recent commotion in the Ridgewood, and give them some Grrrlf arrows in gratitude.
- ◆ Stop by the local Temple of Senaedrin in the woods south of town, to be healed or cured of poison.

LEVOSCHE

- ◆ Jacob's Vineyard is an unremarkable inn, while Trusted Arms is a weapons and armor store. Neither contains anything extraordinary.
- ◆ Local houses contain a mixed bag of encounters. One house has an apprentice smith who can increase Aren's Defense skill. Another contains Irene and Miel Ampersand, who will host you for dinner. In a later chapter there's a subplot involving these two, so remember them well!
- ◆ Another local house contains a joyman working on a ballad. He's stuck. To help him, you'll need to perform three tasks. First, you must find a woman named Cynthia in the museum at Ravenne, and ask her about the artwork there. Then you must talk with a con man in Ormede. Finally, you must locate chest #49 and solve its riddle (see the Chests list in the "Atlas of Ramar" for details on finding it).

Betrayal in Antara Walkthrough



South of Levosche, you'll find this Temple of Kor

Each time you help the joyman, you can hear the progress he's made on the song—except for the last time you help. To hear the completed song, you must find the joyman in a tavern in Ticoro. You have an opportunity to do this in Chapter Three.

- ◆ There's a Temple of Kor in the woods south of town. You can have weapons blessed there.

ORMEDE

- ◆ At Henne's Breath Inn, you can pick up a free long sword, talk to a character named Nahm to learn about cards, and play cards with a gambler.
- ◆ A local mage will help Aren in his choice of skills: Area, Create, or Light. He does, however, charge a fee of 100 burlas.

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- ◆ A local house contains a man who will convert non-ration food into rations for a fee. (This makes unspoilable food from the spoilable kind.)
- ◆ A con man tries to get the party to invest in a Cyrilian salvage mission. This is a scam, but talking to him lets the party assist the songwriter in Levosche (see Levosche entry).
- ◆ On the road north of town, a man named Mackey sells miscellaneous merchandise.
- ◆ Flawless Stones sells gems and jewelry.

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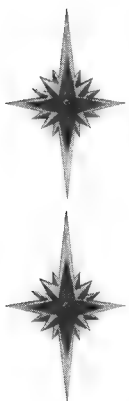
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RAVENNE

- ◆ Berjon's Inn contains a gambler.
- ◆ Cynthia, a woman in the local museum, can help you gather information for the Levosche songwriter's tune. (Again, see Levosche entry for details.) Talk to her about everything.
- ◆ If you happen to possess an emerald (you can get one in Waterfork), you can place it on a bust of Emperor Valorian in the local museum. This lets you collect a Circlet of Senaedrin from a hidden compartment.
- ◆ Visit a local fanatic's house for insight on Antaran religion.
- ◆ Local children playing "A Coin for the Beggar" will provide you the answer to chest #36 in sector 1311. Note that this riddle's answer is the same answer that Chilblain in Cardone is looking for.
- ◆ Visit a local stained-glass artisan to hear about the windows he's making for a new Temple of Henne.

MELAY

- ◆ Collect a free Halder's brew at Baxter's Couriers bookstore, or visit The Wayfarer Inn for food supplies.
- ◆ Find a local sculptress to learn of a mystery in Melay. The mystery concerns a missing statue of a malachite cat with a "torchite" eye.
- ◆ Talk to a woman in a nearby house to learn that the local well water is bad.
- ◆ Gunther Yyp, a local jeweler mage, can be found at his home. Talk to him after speaking with the local sculptress to find out more about the



Betrayal in Antara Walkthrough

mystery. Later, once you've recovered the torchite gem (see below), you can return to his house and hand it over for a free shieldstone.

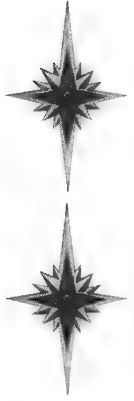
- ◆ Click on the village well to inspect the tainted water. Use a bucket on the well to collect the torchite gem lying at the bottom. This works only after speaking with the sculptress and then asking Gunther Yyp for more details about the mystery. (It turns out that the malachite cat was dropped in the well, and the cat itself corroded away, leaving only the torchite eye behind.)

VARNASSE

- ◆ A gambler at the Covered Bridge Inn will play cards with you.
- ◆ The Armory, a local store, has free rope.
- ◆ A couple named Honey and Joel have recently returned from a vacation, where they visited Maria Liana, a woman who's important to the main plot of Chapter Four.



The bridge near Varnasse is guarded by surly masons.



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- ◆ Visit a mason's wife in a local home and discover that she's worried about her husband's behavior. He and the other local masons are trying to charge travelers to cross the town's bridge, because the imperial government failed to pay them for repairing it. If you talk with this woman, you can visit the mastermason in Ticoro during Chapter Three and tell him what's going on. He'll put an end to the masons' blockade.
- ◆ A group of masons is working on the bridge northwest of town. They'll prevent the party from crossing.
- ◆ A local conservatory is closed in this chapter.

Chapter Three: Overview and Walkthrough

Chapter Three takes place entirely within the walls of Ticoro. The party's goal in this chapter is to learn more about Gregor's dying words, and figure out what sort of danger threatens (or is threatened by) the consort.

The party makes Henne's Shadow Inn its base of operations during this chapter. It's the only inn in town with room for them—and even here, it's a battle just to secure a place for the evening.

After spending the night at Henne's Shadow, the party questions various people around town about Gregor's medallion and the consort. These people include Lord Caverton, Fellich Marr in the Tabernacle of Henne, Selana Sheffield (William's betrothed), and others. They also meet Raal, a Grrrlf friend of Kaelyn.

Eventually the party runs out of people to question. Nobody is willing to tell them anything about Gregor or the consort. All they can determine is that a shadowy group called the Shepherds is causing mischief around the city, and Lord Caverton thinks William is somehow responsible for their actions.

It becomes clear that trickery is needed. By securing a key to the city ram-parts from a local locksmith, the party contrives to get up on the city walls and listen to some chatting city guards through a hole in the floor. From this vantage point, William learns the location of the consort: a local inn.

After traveling to the inn and demanding to see the consort, the trio is roughly turned aside by Lord Caverton's guardsmen. When they return to Henne's Shadow, they're abducted by agents of Lord Caverton and accused of kidnapping the consort. It is at this grim juncture that Chapter Three ends.

Betrayal in Antara Walkthrough

* * * * *

Primary Objective: Locate and warn the consort of impending danger.

Intermediate Objectives:

Talk to Lord Sheffield (optional) and his daughter Selana (not optional).

Talk with Lord Caverton, the local lord, and Fellich Marr, head of the local clergy.

Meet Raal, an old friend of Kaelyn.

Starting Location: The streets of Ticoro.

Ending Location: Henne's Shadow Inn.

Travel Options: Limited to the city of Ticoro.

* * * * *

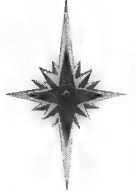
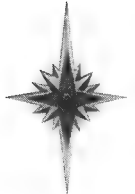
GETTING STARTED

Use the Ticoro city map for reference during this chapter.

You start Chapter Three on the street in Ticoro. First, talk to Raal, then go find Henne's Shadow Inn: It's the only place in town you can find a room. Talk to the innkeeper, and then Scott Gratsi, who you'll find here throughout Chapter Three. After speaking with the innkeeper, then Scott, your party should be able to secure a room. Since you aren't allowed to camp in Ticoro, the inn is absolutely necessary during this chapter.



The remaining instructions in this chapter assume that you'll return to the inn to rest your characters whenever it gets dark, and that you'll save the game frequently, as there are numerous combats in Ticoro.



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PART SIX



Click on the arched doorway in the Tabernacle of Henne to speak with Fellich Marr.

After securing yourselves a room in Henne's Shadow, go to Lord Caver-ton's palace and speak with him. You'll need to enter the palace through the back door. William will try to learn more about Gregor's amulet and the threat to the consort, but to no avail.

After exhausting all conversation options with Caverton, travel to the Tabernacle of Henne and go inside. Click on an arched doorway inside the Tabernacle to speak with Fellich Marr, a high-ranking church official. (You'll hear the end of an angry conversation between Marr and a man named Petrov before you can speak.) Be sure to exhaust all conversation options with Marr.

Now go north to the gatehouse adjoining the city's northern gate. Talk with the guard inside. William will try to learn where the consort is staying, but learns nothing.

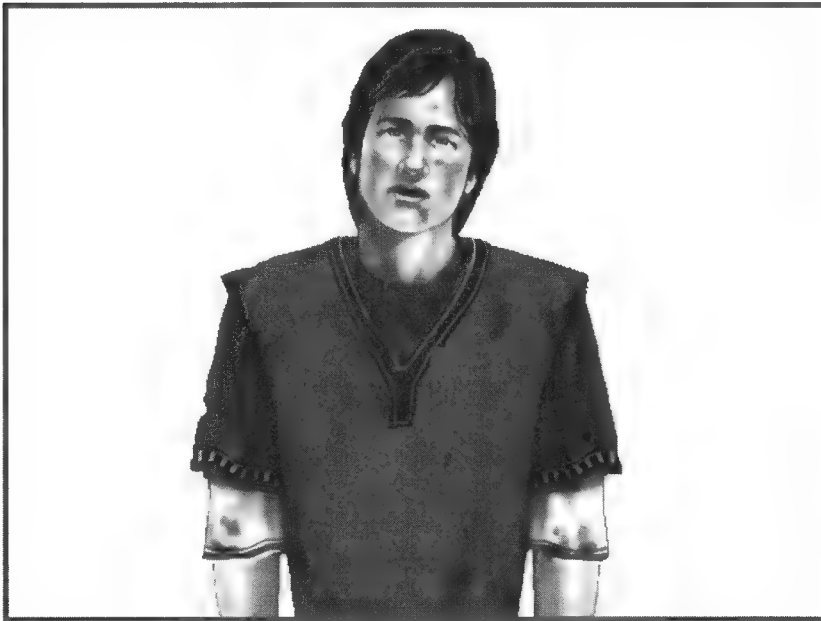
TRICKERY ON THE RAMPARTS

Proceed to the western rampart gate (marked on the Ticoro map). There you'll find a portcullis guarding a flight of stairs leading up to the top of the city walls. Try to open the portcullis; it doesn't budge.

Go to the Knight's Promise Inn. There, William can converse with Selana Sheffield, the girl he's supposed to eventually marry. Show her the Shepherds' medallion and exhaust all conversation options with her.

Now go south to Keys and Bolts, a lock shop. Ask the locksmith (Coulaine) about getting a key to the city walls. He'll agree to provide a key if you can discover who's been picking his locks around the city.

In the southeast corner of town, you'll find Torrance, a former locksmith's apprentice, standing outside. Question him fully to learn why he's been picking locks. Then return to Coulaine in Keys and Bolts, and get the rampart key from him.



Torrance is standing in the southeast corner of town.

Return to the rampart gate (again, marked on the Ticoro map) and open its lock with your key. Go up the stairs and onto the city wall; then go east until you discover a hole in the floor. Click on the hole to listen to the guards in the nearby gatehouse.

Eventually you'll learn (by listening to the guards) that the consort is staying at an inn called The Green and the White, in the southwest corner of the city. Proceed to The Green and the White and talk to the guard seated inside. He will forcibly turn your party away.

Return to Henne's Shadow to end the chapter.

Chapter Three: Optional Quests

There isn't much to do in Chapter Three that isn't related somehow to the main plot line. Here's a look at what your party can do, aside from advancing the plot, while in Ticoro.

- ◆ Get a blessing in the Tabernacle of Henne.
- ◆ At the Knight's Promise Inn, a joyman will appear if you helped him write his song in Chapter Two. (See Chapter Two Optional Quests for details). Now you can hear the song in full.
- ◆ Visit several stores, their wares ranging from weapons and armor to books.
- ◆ Visit the house of a mastermason. If your party had a run-in with the masons in Varnasse in Chapter Two, you can tell the mastermason how the masons at Varnasse are trying to charge tolls at the bridge. After this conversation, the mastermason will take care of matters, and you'll be able to cross the bridge near Varnasse for free.
- ◆ Showing the Shepherds' medallion at certain local houses results in fear or lack of understanding, depending on the house.
- ◆ At Camille Farray's house, Aren can learn another magic skill of his choice: Range, Create, or Water.
- ◆ Lord Sheffield, William's future father-in-law, is standing on the street south of the city's central plaza. Talk with him to learn more about the Sheffields.
- ◆ In the southeast corner of town, you'll find several buildings with picked locks.

- ◆ Torrance, the locksmith's apprentice, can increase your Lockpicking skill if you give him enough money—after you've reconciled things between him and Coulaïne, that is.

Chapter Four: Overview and Walkthrough

After Raal frees Aren, William, and Kaelyn, he tells Kaelyn some bad news: There's some sort of trouble near the Ridgewood, which is where her father lives. Kaelyn is worried and decides to go with Raal to find her father. This leaves Aren and William to handle Chapter Four on their own.

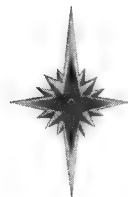
Aren and William's main task is to learn more about the Shepherds, the mysterious group of Grrrlf-haters who seem to be responsible for the consort's recent kidnapping. This chapter sees them traveling to numerous villages, questioning people, and gathering information about the Shepherds' whereabouts.

First the party must question Mackey, a trader standing in the road between Ticoro and Varnasse. He provides a bit of knowledge about the Shepherds—namely, he gives the name of a woman whose son was a member of the Shepherds. This woman is named Maria Liana, and to talk with her the party must travel to Isten. Off to Isten they go!

In Isten, Maria Liana tells the party that her son, Simon, has quit the Shepherds and is now a member of the priesthood of Henne. She believes he is stationed at the temple in Durst, so William and Aren go to Durst. Unfortunately, their inquiries in Durst reveal that Fellich Marr has sent Simon elsewhere.

Fellich Marr is the Hand of Henne—in other words, head of the church of Henne. He's the only one who can help the party find Simon. William and Aren return to Ticoro to ask Fellich Marr about Simon's whereabouts, and find him standing just outside the city gates. He tells the party he's re-stationed Simon in Ravenne because angry bands of Shepherds had tried to kill him in Durst. Apparently the Shepherds don't take kindly to quitters.

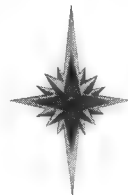
The party dutifully travels to Ravenne, but is ambushed by imperial soldiers when they knock on Simon's front door. A note inside Simon's house explains that he's gone to Levosche to perform a wedding, but sheds no light on what those soldiers were doing in his house.



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PART SIX

William and Aren now travel to Levosche, and finally catch up with the elusive Simon. Simon explains that he was sent to Levosche to perform a wedding, but it seems to be a hoax, as there's no wedding to perform. Furthermore, he knew nothing of the imperial guards in his house. When pressed, he reveals the location of the Shepherds' lair, and tells the party where to find his old Shepherds' medallion, which will be necessary for entering the lair.

Armed with the medallion, William and Aren travel back to Ticoro and venture into the woods north of the city. After slaying a band of patrolling Shepherds, they discover a door and a bronze dial set into the face of a cliff. They use Simon's medallion on the dial and thereby unlock the door. So ends the chapter.

* * * * *

Primary Objective: Discover the Shepherds' lair.

Intermediate Objectives:

Find Maria Liana.

Find and question Simon.

Learn how to get inside the Shepherds' lair.

Starting Location: Map 1210, on the road between Ticoro and Varnasse.

Ending Location: Entrance to the Shepherds' lair, in map 1110.

Travel Options: Restricted to Ticor, Antara, and Chuno provinces.

* * * * *

GETTING STARTED

You start in map 1210, on the road between Ticoro and Varnasse. Allocate items among your party members as you see fit; you might wish to give magic items to Kaelyn, as neither she nor Raal can cast spells. If you have rope and oil, give them to Kaelyn. If you have any Halder's brew, give it to William and don't let him drink it, as it will be useful in a later chapter.

Betrayal in Antara Walkthrough



*Mackey is standing at the T-shaped intersection
between Ticoro, Melay, and Varnasse.*

Camp until daylight. The next morning, you'll see a nearby crossroads with a man standing at it. The man's name is Mackey. Go talk with Mackey, and exhaust all conversation options. Pay him to get a hint of where to learn more about the Shepherds. He'll refer you to Maria Liana, a singer in Isten. Your job now is to visit Isten and speak with her.

On the road to Isten, you must cross the bridge northwest of Varnasse. If you didn't talk to the mastermason in Chapter Three, you'll have to pay the masons' exorbitant toll when you cross the bridge: There's no avoiding it.

MARIA LIANA

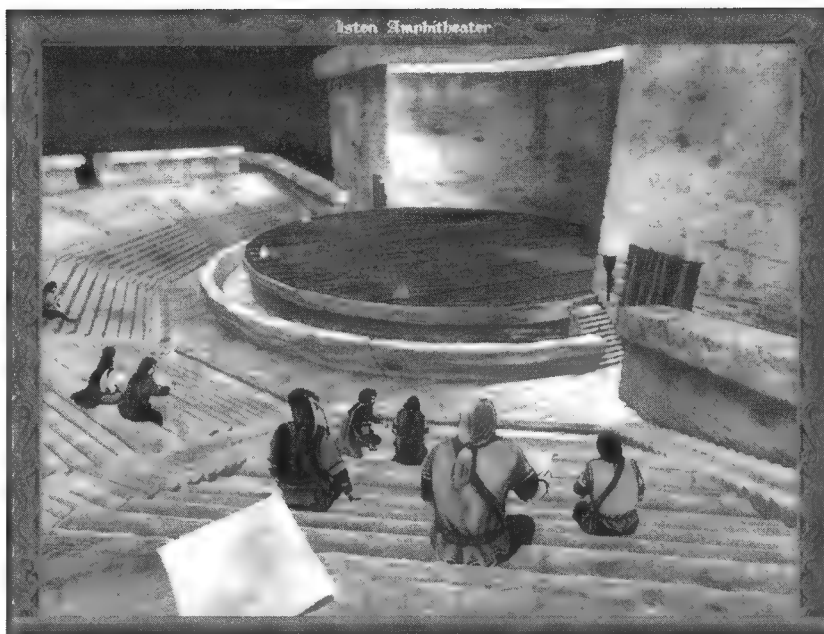
Go due north from the Varnasse bridge, and travel all the way to Isten. In Isten, go to the big amphitheater slightly north of town. Click on the ticket booth, and you'll find you need a ticket to the evening's performance just to speak with Maria Liana.

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PART SIX



*Click on the small curtained doorway
to speak with Maria Liana*

Go to the Backstage Club, Isten's only tavern. Save the game beforehand, and have the best gambler in your party gamble with Lord Lighton. If you win three times consecutively, you can make him hand over a pair of theater tickets. Use those tickets to enter the amphitheater, and then click on the curtained doorway inside the theater to speak with Maria Liana. She'll direct you to Durst, where she believes you can find her son Simon. Simon is no longer a Shepherd, but instead has become a devotee of Henne.

DURST

Proceed east to Durst. Enter the chapel of Henne, and speak with Jhana (a girl inside) about Simon and the Hand of Henne. After exhausting all conversation options, you'll have learned that Simon has been relocated to another temple, somewhere in the south. He was sent there by Fellich Marr, Hand of Henne.

Return to Ticoro. Outside Ticoro's gates you'll find Fellich Marr, Hand of

Betrayal in Antara Walkthrough



Fellich Marr is standing outside the Ticoro gates in this chapter.

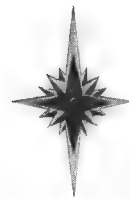
Henne, standing conveniently outside. Question him thoroughly about Simon, and you'll find that Simon was sent to the new Temple of Henne near Ravenne.

FINDING SIMON

Travel south to Ravenne. Along the way you'll meet Naku, a Tr'Kaa messenger. Talk to him if you'd like.

At Ravenne, click on Simon's house, and you'll be ambushed by soldiers. (Simon's house is the one with the garden behind it.) Defeat the soldiers and read the note inside the house. The note suggests that Simon is now in Levosche.

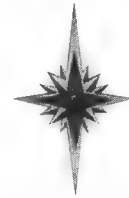
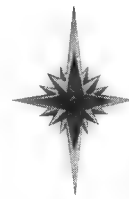
Proceed to Levosche. You'll find Simon standing in the center of town. Question him thoroughly about the Shepherds. He'll tell you where the Shepherd lair is (north of Ticoro) and where his old Shepherd amulet is (buried in his garden in Ravenne).



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Simon is in Levosche, standing in the middle of town.

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ENTERING THE SHEPHERDS' LAIR

Return to Ravenne and dig up Simon's Shepherd amulet by clicking on Simon's small garden. Remember, the garden is in back of the house you got ambushed in. Don't try to use a shovel; it would disrupt his garden map.

Once you've got the amulet, go to Ticoro. Proceed due north of Ticoro, fighting any Shepherds along the way. In map 1110 you'll find an indentation in the cliff face, where you can attach the Shepherd medallion that you got from Simon. (Refer to the atlas if you get lost.) Click the medallion on the indentation to form a combination lock. This lock's dial bears markings like a clock. To open the lock, turn the dial clockwise to five o'clock, counterclockwise to one o'clock, and clockwise to ten o'clock. The door opens, and the chapter ends.

Betrayal in Antara Walkthrough



You need to place the Shepherd medallion on this slab of rock to form a combination lock.



TIP

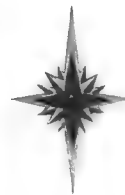
Just in case you were curious, the solution to the Shepherds' lair lock lies in the medallion itself. Examine the medallion while it's in your characters' inventory, and you'll learn that the letters R, L, and R are scratched on the back. This is a clue that you should turn the lock dial right, then left, then right again. Then, when you place the medallion on the rock face, look closely at the staff the Shepherd on the amulet is holding. On the staff are inscribed the three symbols needed to open the lock!



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Chapter Four: Optional Quests

Many of the optional quests from Chapter Two remain in Chapter Four, and several new ones appear. Note that you can't go into Pianda, however, so Chapter Two quests based in Pianda are not accessible. Only the quests in the Ticor province remain.

KORUS LANDING

- ◆ There's a free pendant under the table in The Gilded Trader Inn.
- ◆ Germaine's Outfitters, a general goods store, contains a shopkeeper who tells you about Jaeger Meister—a local citizen with an inordinate love of cheese. The shopkeeper will pay a premium (30 burlas) for cheese so she can sell it to him—unless, of course, the party has already given Jaeger Meister their cheese.
- ◆ Jaeger Meister himself can be found in his house. He will pay the party a token burla for their cheese, which is much less than the local shopkeeper will offer.
- ◆ Jaeger Meister's back door can be opened with a green key found in Eastbank. There's a valuable tree idol stored in Jaeger Meister's back room. See the Eastbank section for more on this idol.
- ◆ A pair of local newlyweds will invite the party to stay at their house for dinner.

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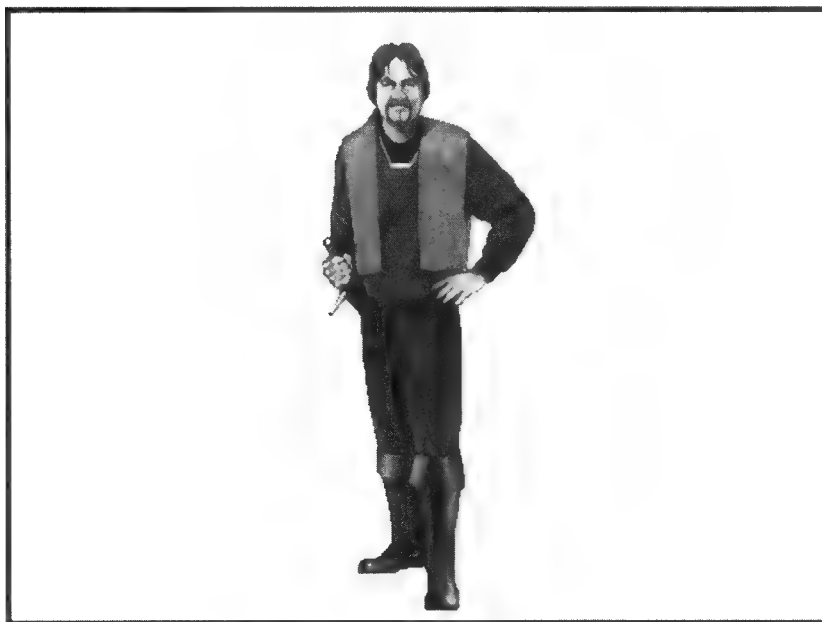
- ◆ A local lord, Lord Stafford, is writing a book about the Shira. Read it to increase your party's Haggling skills.
- ◆ A mage named Darvostan will increase Aren's Cause, Magic, and Charm skills for a fee.
- ◆ A haughty Jaeger will mistake the party for beggars if they approach his door.
- ◆ A priest's body on the road between Isten and Korus Landing holds a packet of letters.

Betrayal in Antara Walkthrough

- ◆ The local Temple of Senaedrin has a sister who will give you a ruby in exchange for the letters on the aforementioned body. She will also send help for Natalie in Everton if the party has already visited Everton and spoken with Natalie.
- ◆ The local tavern and amphitheater are important to the main plot of this chapter.

EVERTON

- ◆ A gambler offers to play cards in The Bunkhouse Inn.
- ◆ A pregnant woman named Natalie needs help from the Sisters of Senaedrin. If you visit the Temple of Senaedrin in Isten within a month of speaking with her, you can get help for her. If you do get help, Natalie's sister will give you the key to her house in gratitude, asking you to take whatever you need from it.



Gerard Fayle is a local mercenary.

PART SIX

- ◆ Natalie's sister's house is locked, but you can secure the key (see above). There isn't much to take inside, however.
- ◆ Another locked house belongs to a man named Gerard Fayle. You'll need a red key found near Teal to open it. There's some valuable stuff inside the house, so you might want to give it a try. Note that Gerard himself will show up to fight you if you manage to open the house.
- ◆ A shopkeeper at the local weapons and armor store wants the burlas stored in Gerard Fayle's house. It's up to you whether to give him the money.

TEAL

- ◆ Brian Castere, a local man, has recently died. His house is guarded by a priest of Kor before the funeral takes place, but you can get inside the house and find an interesting note after the funeral.
- ◆ Gerard Fayle is standing inside The Watering Hole, a local tavern. Talk with him to learn a bit about his role in Castere's death.
- ◆ Several townsfolk are glad to offer their opinions on Brian Castere.
- ◆ At the cemetery, Castere's grave site is being prepared. After the funeral, flowers mark the site. If the party visits the grave site, talks to Fayle in the local tavern, and then returns to the site, they'll find it dug up. A map can be found in the open grave, indicating the presence of a treasure cache south of town.
- ◆ The cache south of town contains the key to Gerard Fayle's house in Everton. This is where Castere buried his loot.

ELONA

- ◆ Here you'll find the house of a man named Noal. Noal isn't home the first time you show up, but you can put some nutrients on his garden. The nutrients can be obtained from his cousin Naomi in Varnasse. If you place the nutrients in his garden, return to Naomi to inform her of your deed, and then return to Noal's house a second time, you'll find him at home and may speak with him. This involves lots of traveling, so it's up to you whether to perform this particular deed. Visit-

Betrayal in Antara Walkthrough

ing Noal's house the second time yields information about what you accomplished on your first visit.

- ◆ A depressed man will tell you the location of a bead chest with its markings removed. The chest is in the woods northeast of town near a marked tree.
- ◆ A lovelorn woman and some local children will interact with the party, but there are no quests associated with them.
- ◆ A local abandoned house contains a pass to Pernath Academy in Burlen.

BURLEN

- ◆ Pernath Academy can be entered only if you have a pass. Passes can be found in an abandoned house in Elona, or in chest #58 in Ticoro. The Elona pass is easier to get. Show the pass to the desk matron to enter.
- ◆ Inside the academy, a stairway leads to a private office where you can talk with a man named Walston about the Vell, an ancient race that inhabited Antara before humans arrived.
- ◆ Also inside the academy, a doorway provides access to the library, which has numerous edifying books: *Antaran Political Structure*, *Ancient History* (three volumes), *Humanity's Homecoming* (two volumes), and *The Founding of Antara* (two volumes).
- ◆ A gambler offers to play cards in The Bunkhouse Inn.
- ◆ The Temple of Kor south of town blesses weapons for a fee.
- ◆ Two jaegers at a booth in Bailey's Inn tell of unrest in the capital.

EASTBANK

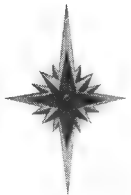
- ◆ A religious zealot will tell you about his prophet.
- ◆ A grumpy trader will sell you cheese, which can be resold at a higher rate to the shopkeeper in Korus Landing.
- ◆ A gambler offers to play cards in The Bunkhouse Inn.
- ◆ An old man tells you how his ancestral tree got chopped down, proba-



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PART SIX

bly to make an idol. This is, in fact, the case, and the idol is stored inside Jaeger Meister's house in Korus Landing. Retrieve the idol and bury it in the woods northeast of Eastbank; do this by using a shovel on the tree stump you find there, then using the idol on the stump, then using the shovel on the stump again. Return to the old man, and he'll give you a sapphire as a reward.

- ◆ A local woman found a key near the aforementioned tree stump, and will give it to your party, thinking it's theirs. This is the key to Jaeger Meister's back door in Korus Landing.

CAMILLE

- ◆ A gambler will play cards with you at The Hollow Tavern.
- ◆ A blind prophet offers to bless the party if they give him a weapon at 100 percent. If they give him the fraudulent insurance policy from Imazi, the policy becomes blessed and increases each party member's Defense rating by five.
- ◆ A local man charges the party to drink from his blessed well. The well heals and cures the party slightly, but isn't a great deal for the money.

DURST

- ◆ Rest or buy food at the Pilgrim's Pause Inn.
- ◆ A number of houses contain characters who are interesting or funny, but inconsequential from a plot or reward standpoint.
- ◆ A retired mercenary will increase the party's Melee skills in exchange for a pearl, if they happen to possess one.

FRIOLE

- ◆ The Broken Wagon Inn has a free Grrrlf bow.
- ◆ A farmer lets you sleep in his barn, so you can restore the party almost to full health. There's a note in the barn. If you show the note to the farmer, he'll tell you about the pox.

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- ◆ The bride and the groom's brother from Sortiga (see "Chapter One Optional Quests") have moved here, and will discuss their marriage with the party.
- ◆ A pair of houses is abandoned and contains useful items, while another pair is locked and cannot be opened.

VARNASSE

- ◆ A woman named Naomi offers to teach Aren some magical skills if he delivers nutrients to her cousin Noal's house. Noal's house is in Elona.
- ◆ A blacksmith increases the party's Repair skills for a fee.
- ◆ A woman with a broken leg gives the party nudberries to plant. Plant the nudberries in three holes in the ground near town, and return to her house to collect a dervish disk as a reward.
- ◆ A nervous man will tell the party of recent army movements.

MELAY

Stop in the sculptress's house to wrap up the mystery of the malachite cat, if the party hasn't already. This won't happen unless they have already found the torchite gem in the village well (see Melay under Chapter Two Optional Quests).

RAVENNE

- ◆ Scott Gratisi can be found in Ravenne's tavern in this chapter.
- ◆ Go to the house of Thomas and Stuart, two local magicians. On the first visit they'll refuse to help Aren, but on the second visit they'll increase his Range, Cause, and Movement skills.

CARDONE

- ◆ A local alchemist gives the party some magnets in exchange for hardening fluid.
- ◆ A worried mother frets about her soldier son. (There is no quest related to this situation, however.)

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LEVOSCHE

- ◆ A local enchantress will attempt to lure Aren.
- ◆ A farmer lets the party stay overnight.
- ◆ At the magistrate's house, you'll hear his suspicions that the Ampersands (a local couple) are Mehrat spies. If you return here after talking with the Ampersands, you'll find them fighting with the magistrate. Your party then gets to choose who to side with in the fight. If you fight the Ampersands, they'll lose and get thrown in jail. If you fight the magistrate, you'll learn that the magistrate is actually the spy, and your party will get a diamond as a reward, plus a bonus to their Assessment skills.
- ◆ The local holding cell is empty unless you've helped put the Ampersands in jail. You can break them out by using lockpicks on the door. Return to the magistrate's house after breaking them out for a diamond reward. Note that there's no Assessment bonus for breaking the Ampersands out of jail; the Assessment bonus is conferred only if the party sides with the Ampersands during the fight with the magistrate.

ORMEDE

- ◆ Visit a teacher's house to get a taste of what's wrong in the empire.
- ◆ A researcher for the museum in Ravenne is trying to find a nearby lever chest. If the party finds it and tells her where it is, she'll let them read a book that increases their Lockpicking skills.

WATERFORK

- ◆ Talk to a new Shepherd recruit for extra insight into the group.
- ◆ A town gossip provides her opinions on the consort's recent abduction.
- ◆ A paranoid local man will pay a premium (200 burlas) for a sword or shield.



The Contuso Estate in Waterfork is empty during this chapter.

Chapter Five: Overview and Walkthrough

While Aren and William are learning more about the Shepherds in Chapter Four, Kaelyn and Raal are busy finding out what's happened to Kaelyn's father.

The chapter starts in map 0812 with Raal and Kaelyn locked in combat with a group of Shepherds. After the battle, they travel east through Durst and Friole, then north past Darvi.

North of Darvi, the pair encounters Krrrfrllaak, leader of Raal's hunting group. There they learn more of the troubles in the Ridgewood: Wraiths are terrorizing the countryside, killing Grrrlf and humans with the merest touch. Raal and Kaelyn proceed north with caution.

PART SIX

Eventually the pair reaches Kaelyn's house, near the southern edge of the Ridgewood. Inside the house is a note from Kaelyn's father. The note says he's taken refuge from the Wraiths in a northern cave.

Several Wraiths and bands of undead Grrrlf prowl the Ridgewood. Neither Raal nor Kaelyn is capable of harming the Wraiths, so they flee combat whenever the Wraiths approach. Picking their way northward, they eventually find a path that's clear of Wraiths. They find the cave they're seeking, and enter.

Inside the cave, the pair finally encounters Garvin, Kaelyn's father. Garvin reveals to Kaelyn that he was formerly a mage, and that he is working on a way to banish the Wraiths. He also reveals that his wizardry was directly responsible for the death of Kaelyn's mother—a shocking revelation.

Garvin has devised an enchantment that he hopes will kill the Wraiths. Kaelyn and Raal allow Garvin to enchant their weapons. The enchantment is temporary, but it allows them to attack Wraiths. Thus armed, the pair seeks out all the Wraiths and undead Grrrlf haunting the Ridgewood, and slays them all.

After cleansing the area of these creatures, Kaelyn and Raal return to tell Garvin what they've accomplished. Garvin implores them to stay, but Kaelyn has mixed emotions and wants to leave. The chapter ends on this tentative note.

* * * * *

Primary Objective: Restore the Ridgewood to order.

Intermediate Objectives:

Speak with Krrrfrrrllaak.

Find Garvin.

Destroy all Wraiths in the Ridgewood.

Starting Location: On the road in sector 0812.

Ending Location: Garvin's workshop.

Travel Options: Restricted to Chuno province.

* * * * *

Betrayal in Antara Walkthrough



Krrrrfrrrlaak appears out of nowhere as you enter the Ridgewood

GETTING STARTED

You start in map 0812. Kill the nearby Shepherds and then proceed east along the road. Go through Durst and Friole. At the crossroads east of Friole, go north toward Darvi. (If you're confused by these directions, use the Ramar world map as a guide.)

Go north past Darvi. You are now approaching the Ridgewood. As you keep going north, you'll automatically have an encounter with Krrrrfrrrlaak. Don't worry about finding him; he appears out of nowhere. Exhaust all conversation options with him and then proceed northward.

IN THE RIDGEWOOD

Go to Kaelyn's house, which is marked on map 0517. Inside the house you'll find a note. Read the note and learn that Garvin (Kaelyn's father) is holed up in a cave to the north.

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PART SIX

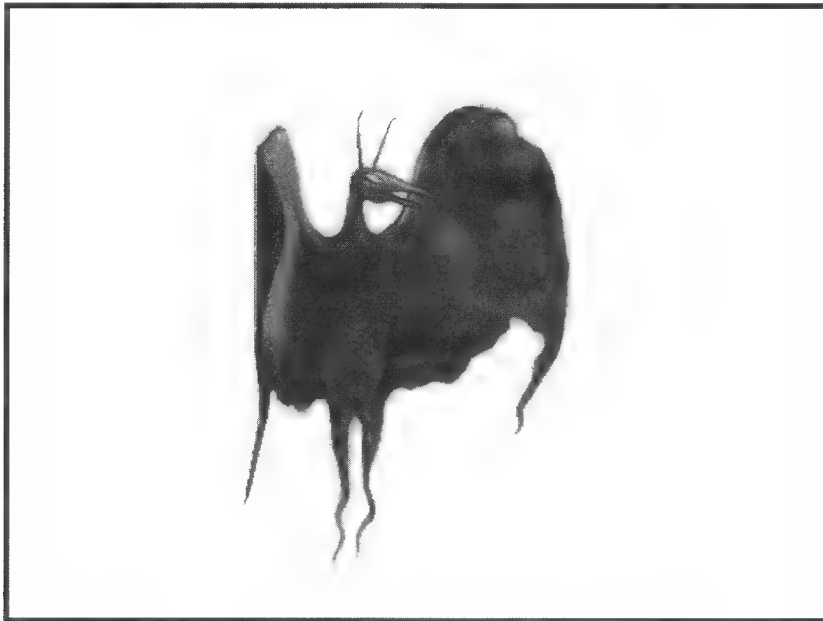
The Ridgewood is infested with Wraiths. Since your characters possess no weapons that can kill Wraiths, you must find a path northward that doesn't take you into these creatures. (Refer to the "Atlas of Ramar" if you have trouble getting past the Wraiths. The Wraith combats are clearly marked on maps 0417, 0517, and 0518.) If you do end up in combat with Wraiths, you should run.

Work your way north toward Garvin's cave. This cave is marked on the sector 0417 map. Enter the cave and find Garvin. Refer to the Garvin's Workshop map for his exact location.

Once you find Garvin, exhaust all conversation options with him. While in conversation with him, take Kaelyn's sword and Raal's staff and give them to Garvin. He will enchant them with a special power; now they can damage Wraiths.

DESTROYING THE WRAITHS

Leave the cave and travel through the Ridgewood. Find all five Wraiths that haunt this forest. They're in maps 0417, 0517, and 0518, and they're easily



Destroy all the Wraiths in the Ridgewood.

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Betrayal in Antara Walkthrough

visible because of their bright blue color. Once they're dead, Kaelyn will tell Raal that she thinks their work is done.

Return to Garvin in his cave and speak with him. Once all conversation options are exhausted, say good-bye to him to end the chapter.

Chapter Five: Optional Quests

There aren't too many optional quests in this chapter. That's because you can't leave the Chuno province, and also because Kaelyn is in a hurry. Here's what you can do, however.

DURST

- ◆ A worried father in a local house will tell you about his missing son. Rescue his son and return to the house to get a copy of *The Adventures of Caarl Maston*.
- ◆ The lost boy can be found north of town in the canyons on the outskirts of the Waste. The boy is surrounded by Fire Wolves. Kill the wolves, talk to the boy, and then visit his father's house to collect your reward.

DARVI

- ◆ There's a copy of *A Social Analysis of Organisms* under the table at the Feral Duck Inn.
- ◆ Visit a local bookworm at his house and discover that he's lost a book. If you found the book at the Feral Duck Inn and didn't read it, he'll give the party a bowstring, some beeswax, and some enchanted arrows in exchange for it.
- ◆ At a hunter's house, Kaelyn can increase her Archery skill for a fee.
- ◆ A drunk mage will tell the party a secret in exchange for wine or ale. He claims to have buried a shieldstone nearby. Unfortunately for the party, it's a lie: There is no shieldstone.

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GRANDEUR

- ◆ There's a free bracelet at The Inn by the Sea.
- ◆ A Temple of Senaedin offers healing for a price.

Chapter Six: Overview and Walkthrough

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Chapter Six follows William and Aren's attempts to finally locate the consort.

At the chapter's start, William and Aren find themselves in the underground lair of the Shepherds. After fighting their way through a number of dark corridors and solving a mosaic puzzle on a door leading deeper into the lair, they eventually find Gar Warren, leader of the Shepherds.

After questioning Gar Warren, they learn that the Shepherds were indeed responsible for the consort's disappearance. The Shepherds had hoped to hold the consort hostage, and thereby gain leverage for their anti-Grrrlf political agenda. However, there was a complication: Maris, a Ghanish mage who had been a member of the Shepherds for several years, double-crossed the Shepherds and magically teleported the consort away. Now the Shepherds have lost their prize, and have no idea where he is.

Maris did leave a clue, however. She mentioned the name Kahleth. This was a Ghanish name, so William and Aren deduce that Kahleth must be a Ghanish mercenary who kidnapped the consort.

At this point, imperial soldiers begin to storm the Shepherds' lair. William and Aren escape through Gar Warren's secret escape tunnel and emerge in the western edge of Ghan. Their only lead is the name Kahleth. They decide to find Kahleth by posing as mercenaries in need of a job.

Their travels take them first to Ganath, where they learn of a mercenary employer named Lokath who is looking for men. They find Lokath outside of Choth. Lokath sends them south to Imazi, to assist with a siege on Lord Garson's estate. Arriving in Imazi, they learn that the siege has stalled because of Lord Garson's moat. Remembering the Montari drought, which had been caused by Lord Garson's decision to divert a river, William and Aren travel to the Montari Caves and enlist the help of the Montari to tunnel into the estate.

Their mercenary job accomplished, William and Aren return to Choth. Lokath, impressed with their work, refers them to Kahleth—just the man

Betrayal in Antara Walkthrough

they'd wanted to find. Kahleth gives them a new task: To deliver a number of swampwalking potions to troops stationed near Darvi.

William and Aren take the potions and proceed to their assigned place. When they get there, it becomes clear that these mercenaries are in charge of guarding the kidnapped consort. Drinking the potions, the mercenaries enter the local swamp, followed by William and Aren. They go into a wooden shack, where the consort lies in a magically induced stupor. At this point, William and Aren use magic to scare off the mercenaries and wake the consort, offering to take him back to Antara. The chapter ends.

* * * * *

Primary Objective: Locate the consort.

Intermediate Objectives:

Escape the Shepherds' lair.

Locate Lokath.

Assist in the Imazi siege.

Deliver swampwalking potions to Darvi.

Starting Location: The Shepherd Caves.

Ending Location: A swamp near Darvi.

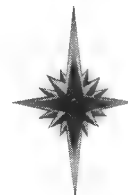
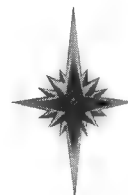
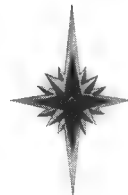
Travel Options: Restricted to Ghan and Pianda. Pianda is inaccessible until the party receives Lokath's mission. A slight portion of Chuno (near Torlith and Darvi) is accessible after the party receives Kahleth's mission.

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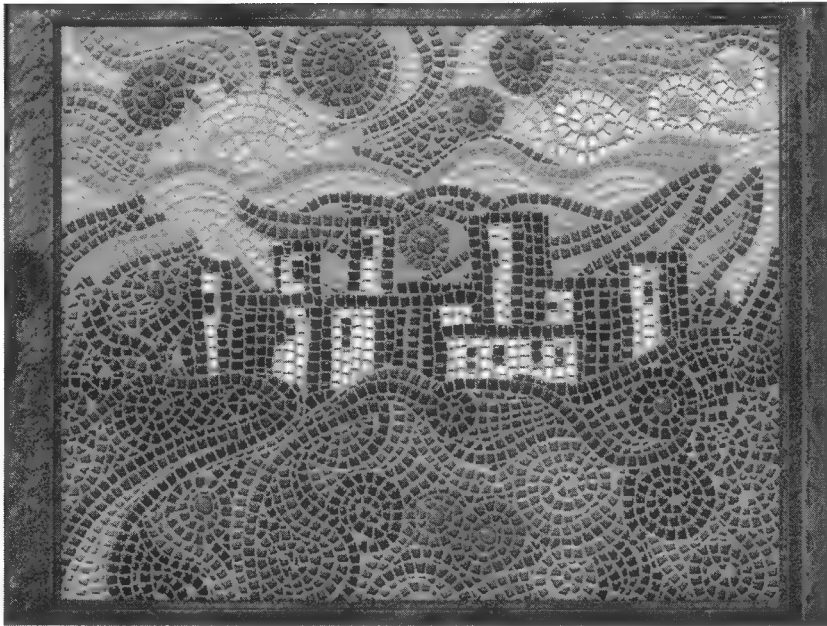
GETTING STARTED

The chapter starts in the Shepherd Caves. The Shepherd Caves map in the "Atlas of Ramar" shows the layout of these caves, and the location of key items.

Proceed to chest #116, which is marked on the map. This is a lever chest. Open the chest by spelling Malkere. Inside the chest is a curious glass tube. Take the tube.



PART SIX



The mosaic puzzle is easy if you put a glass tube over the candle.

Now proceed to the place marked “mosaic puzzle.” This is a locked door with a mosaic on it. If you press the right buttons on the mosaic, the door will open. Click on the door, then place the glass tube you just discovered on the candle near the door. This refracts the light from the candle, and highlights several buttons on the mosaic. Press the highlighted buttons (in any order), and the door will open.

Now proceed to the place marked Gar Warren. Speak with Gar Warren and exhaust all conversation options. Then try to leave the alcove he’s standing in. As you do so, you’ll be halted as new events unfold. Maris, the renegade mage, is brought into the room under guard, but she escapes by using magic. At the same time, the word arrives that imperial troops are invading the caves. Gar Warren flees, and your party is left alone in the cave. Proceed to the place marked Gar Warren’s Secret Door and enter the tunnel.

Betrayal in Antara Walkthrough



Lokath is your typical Ghanish mercenary.

AMUCK IN GHAN

Your party emerges in map 0920, east of Torlith. Proceed east to Ganath. Enter the Pearl Spittoon in Ganath and speak to Khorus Bale. You'll learn that Khorus Bale knows a lot about mercenaries, but he won't help William and Aren get a job because they look too scrawny. Have William drink a Halder's brew potion and then Wrestle Khorus by selecting Khorus's Wrestle keyword. Khorus will be impressed by William's strength, and refer the party to Lokath.

Proceed to Choth. Outside the Tapped Barrel Tavern stands Lokath. Exhaust all conversation options with him and slay the mercenaries that attack you during the conversation. Lokath will provide you with a note and provisions, which you're supposed to take to a man named Birge in Imazi.

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BACK TO PIANDA

Proceed southeast along the road to Pianda, then west to Imazi. Refer to the Ramar world map if you're having difficulty getting there.

At the gates of Lord Garson's estate in Imazi, you'll find Birge. Give him your note and supplies. He will tell you how difficult the siege has been.

Go to the Montari Caves. The entrance to the caves is in map 1818. Inside the caves, find Chee. (Use the Montari Caves map in the "Atlas of Ramar" to find him.) Exhaust all conversation options with Chee, and you'll be able to secure his help in the siege.

Return to Birge in Imazi and tell him of your success with Chee. Birge will give you a note of endorsement and send you back to Lokath.

MORE MERCENARY DUTIES

Proceed back north to Ghan and visit Lokath in Choth. Give him the note from Birge. Lokath will give you another note (that's the third note, just for the record) and tell you to visit Kahleth.



Kahleth will give you your final mercenary task.

Betrayal in Antara Walkthrough

Fortunately for you, Kahleth is stationed just south of Choth. Refer to map section 1120 to find Kahleth's mercenary camp.

Give Kahleth the note from Lokath. Accept the job Kahleth offers you, and accept his swampwalking potions. Now go northwest toward Torlith.

Proceed north from Torlith, toward Darvi. Don't follow the main road. Instead, follow the narrow band of dry land bordered by swamp. It's in the eastern part of map 0817.

You'll find the mercenaries you're supposed to meet in map 0717. They're marked on the map. Approach them and speak with them about the swampwalking potions. They'll drink the potions and leave through the swamp. Follow them through the swamp to the cabin, which is also marked on your map. When you click on the door of the cabin, the chapter ends.

Chapter Six: Optional Quests

There are a number of optional quests and interactions in this chapter, most of them based in Ghan. You can also engage in older sub-quests from Chapters One and Two during your travels in Pianda.

TORLITH

- ◆ Visit Paradise Shores Tavern or Tarlick's Armory to shop.
- ◆ Southeast of town is a Temple of Kor.
- ◆ A mercenary tells you where to find treasure in the swamp east of Torlith.
- ◆ A man with a broken arm tells the party how Chumen stole his lever chest. If the party locates and kills the Chumen, the man gives them a Circlet of Senaedrin in gratitude.
- ◆ A wilder mage in the swamp southeast of town is plagued with lightning bugs. If you can kill the bugs and give him some grounding wire, he'll give the party a winterstaff.
- ◆ On the road near town, you'll run into a Grrrlf pack heading back to its ancestral den.
- ◆ Visit and chat with Sir Richard Densmore, who's about to depart for the Shira.

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CHOTH

- ◆ At the Tapped Barrel Tavern you'll learn about a local festival in which William and Aren get to be judges. After stopping at the tavern, visit every house in town and then return to the tavern to pick a winner for the festival. What you get as a reward depends on who you pick.

Healer: 24 senwater and 24 herbal powders

Hero: Nothing, pick again

Mage: Carluda's chain

Captive: Worthless treasure map

Soldier: Everedge sword and tower shield

Thief: Shadowring

- ◆ The Outpost sells weapons.
- ◆ The mercenary camp south of town is impenetrable unless you bear a letter from Lokath.

KETH

- ◆ A mage with a talent for poisons will increase Aren's Poison skill for a fee. Just as a point of interest, a mercenary on the road south of Bakril carries a note regarding this mage.
- ◆ Lord Dakka, a local dignitary, will bluster and demand wine. He also inadvertently gives your party the hint to go to Ganath in search of mercenary employment.
- ◆ A local hunter will sell the party food rations. He claims they're made of alligator meat, but in fact they're just ordinary rations.

BAKRIL

- ◆ Mercenaries block the entrance to The Bannerman Tavern and must be killed if the party wants to enter.
- ◆ Give wine to The Bannerman barkeep, and you can get a suit of blessed plate mail.
- ◆ Buy potions from a local store, Natural Wonders.
- ◆ Investigating a local house starts another fight.

Betrayal in Antara Walkthrough

IMAZI

A father whose daughter was attacked by Lord Garson tells you his tale. After you chat with him, the daughter appears outside the house. If you talk with her and then give her a sword, William and Aren will receive a big (ten-point) Assessment bonus.

LIGANO

Scott Gratsi is in the Shady Vale Inn during this chapter.

GANATH

Buy weapons at Have Blade Will Travel.

Chapter Seven: Overview and Walkthrough

The bulk of Chapter Seven concerns Kaelyn and Raal's attempts to rejoin William and Aren. This is not a chapter filled with mandatory tasks, like Chapter Six. It's more like Chapter Two, where your main concern is traveling to a specific destination and performing a few key tasks along the way.

The chapter begins at Kaelyn's father's house in map 0517. From there, Kaelyn and Raal proceed to Grandeur. (Remember, when the group first parted, they agreed to meet again at the Inn by the Sea in Grandeur.)

Outside Grandeur, a Tr'Kaa messenger gives them a note from William and Aren. The note says Kaelyn and Raal should travel to Darvi.

In Darvi, another note from William and Aren clarifies things. The note says William and Aren have recovered the consort, and they want to meet Kaelyn and Raal in Antara.

Kaelyn and Raal proceed west, past Torlith and Friole. In Durst they stop to rescue Phoebe, a local woman, from a fire—and in the process gain a substantial blessing from the local temple.

The normal path to Antara would involve traveling due west along the main road until Kaelyn and Raal reached the mountain pass north of Korus Landing—but it becomes clear that this won't work. William and Aren have



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PART SIX

burned the bridge along this road, the better to discourage hostile mercenaries from following them. Therefore, Kaelyn and Raal are forced to follow the road north past Camille and Eastbank, then cut west and south to reach the pass.

Eventually Kaelyn and Raal find themselves near the mountain pass, but it's blocked by mercenaries. In a northern clearing, they discover William, Aren, and the consort. They're in a difficult quandary. To reach Antara, they must go south through the mountain pass, but as Kaelyn and Raal have already seen, the pass is blocked by bands of mercenaries. Kaelyn and Raal decide to construct makeshift bombs from oil flasks and rope, and use them to distract the mercenaries so that William, Aren, and the consort can get through.

Later, Kaelyn and Raal sneak through the pass and rejoin William and Aren near Antara. Raal decides to return to his pack and bids everyone a fond farewell.

Now reunited for good, William, Aren, and Kaelyn proceed into the city and inform the captain of the guard of all that's transpired.

* * * * *

Primary Objective: Rejoin William and Aren.

Intermediate Objectives:

Ascertain William and Aren's location.

Help Phoebe (optional).

Distract the mercenaries.

Starting Location: Garvin's house in map 0517.

Ending Location: The city of Antara.

Travel Options: Restricted to Chuno and Antara provinces.

* * * * *



Naku stands outside the gates of Grandeur

GETTING STARTED

After the chapter begins, go northwest through the Ridgewood toward Grandeur. There are lots of Chumen to fight along the way. One band of Chumen will have oil in its inventory. You should take the oil and save at least three containers for later.

Outside the gates of Grandeur, you'll find a Tr'Kaa messenger named Naku.

Naku gives your party a message indicating that William and Aren are in Darvi.

The easiest path back to Darvi is to retrace your steps through the Ridgewood. At Darvi, visit the shop called Reliable Couriers and speak with the clerk. He'll tell you that William and Aren left another note for you. This new note can be collected at the Feral Duck Inn, just across the street.

At the Feral Duck Inn, speak with the innkeeper. To get the note, hand over 30 burlas. However, this bribe isn't enough: You now need to give him an additional bribe of 45 burlas. Only then will he hand over the note.

TIP



Getting the note from the innkeeper is a little tricky. You have to bribe him while the text-filled "conversation box" describing his reaction to the party is still visible. Only then can you go into your characters' secondary inventory, collect the coins, and drag them onto the innkeeper's portrait in their inventory screen to bribe him. So remember to access your inventory and get the burlas while the conversation box is still there, not after you dismiss it.

ONWARD TO DURST

The new note informs you that William and Aren are trying to reach Antara, and that your party should join them. Head south toward Torlith, then west along the road to Durst.

At Durst, stop at the Temple of Henne and speak with Jhana inside. She'll tell you about Phoebe, a local woman who's trapped inside a burning part of the woods. Phoebe is trying to rescue her ancestral tree, and will leave the area only if your party saves it. Note that it isn't necessary to rescue Phoebe, but it's quite rewarding, so it's suggested that you follow the remaining instructions in this section.

If your party has senwater and a shovel, proceed to the spot marked Phoebe on the 0813 map. If not, a shovel can be purchased at the shop in Friolet, and senwater is occasionally found on the bodies of your enemies. If you've used up all your senwater (shame on you!), then you might want to skip this section or put it off until you get your hands on some.

Proceed to the spot marked Phoebe on map 0813. This spot is surrounded by flames, but if you've already talked with Jhana at the Temple of Henne, she'll have given your party a blessing that keeps them safe from the fire.

Inside the ring of flames you'll find Phoebe standing next to the tree. Use the shovel on the base of the tree to finish digging a trench around it, and then use a single senwater on the base of the tree. This protects the tree from fire damage.

Betrayal in Antara Walkthrough

Get back to Jhana at the Temple of Henne and tell her what you've done. Both Kaelyn and Raal will then receive a divine blessing: They'll be healed, get some extra burlas, and have all their skills increased by three points.

LOOKING FOR WILLIAM AND AREN

William, Aren, and the consort are at the spot marked William and Aren in map 0710. That's your eventual destination. Normally you could get there by simply following the road due west from Durst. Unfortunately, however, a bridge along this road has been burned, so your party needs to take an alternate route.

Proceed west from Durst until you reach the fork in the road (map 0812). Go north at the fork and follow the road through Camille and Eastbank. Then, at the next major fork in the road, go west toward Burlen. You'll need to cross a small bridge to reach Burlen. Robbers at this bridge will demand 100 burlas to let you pass. You can either pay them or fight them to cross.

From Burlen, follow the road south toward Everton. Then continue west and south along the road, and you'll be in the vicinity of map 0709, your destination.

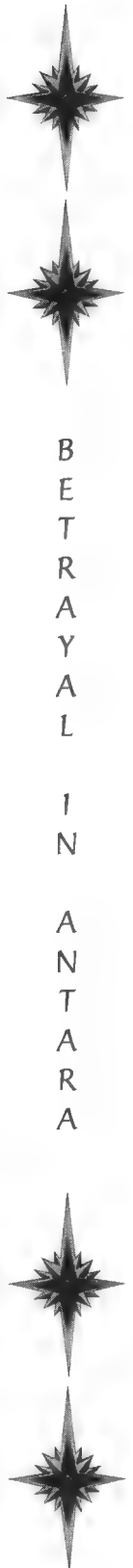
Approach William and Aren, and there'll be an inter-party dialogue. You'll learn that mercenaries are blocking the mountain pass leading south to Korus Landing. It's up to Kaelyn and Raal to distract them.

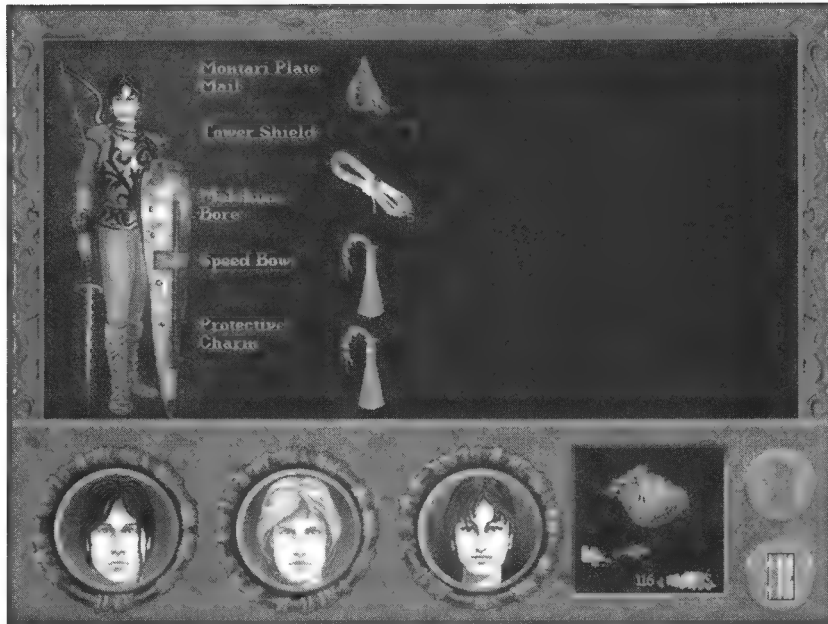
CLEARING OUT THE MERCENARIES

You'll need at least three pieces of rope and three flasks of oil in your inventory. If you lack these, proceed to Isten and buy them; then return.

Combine the rope and oil in your inventory by dragging the rope on top of the oil and releasing it. This creates an incendiary flask. When you have created three flasks, you're ready to proceed.

Go to map 0709. There are three mercenary groups in this sector, all of which are marked on the map in the "Atlas of Ramar." Your job is to approach each of these groups, get an incendiary flask from your inventory, and click the flask on one of the mercenaries. Don't get so close that you initiate combat! These mercenary bands cannot be killed in combat. The only way to disperse them is by using a flask on each group. If the flask doesn't seem to be working, get a little closer and try again. Also, make sure you're using the flask





*Combine oil and rope in your inventory,
and you'll get incendiary flasks.*

on one of the three groups of mercenaries marked on the 0709 map, and not a random group of bandits.

Use flasks on all three groups, and Kaelyn will inform you that the coast is clear. Proceed south through the mountain pass and go to Antara. Near Antara, Raal leaves the party. Before he leaves, you'll get a chance to access his inventory. Take everything you want because you won't see him again in the game.

Proceed to the gates of Antara and click on William or Aren. Then click on the gates to end the chapter.

Chapter Seven: Optional Quests

Here are Chapter Seven's optional quests and interactions. As you can see, there are more interactions than quests in Chapter Seven.

KORUS LANDING

- ◆ Kaelyn can get free archery equipment at Germain's Outfitters.
- ◆ A town guard will tell the party how Lord Caverton paid him to disrupt a strike.
- ◆ A burly dockworker offers the party work, which pays with 60 burlas, increased strength (+2), and a banded shield. The party can also tell this dockworker about how the town guard disrupted the strike.
- ◆ A pair of newlyweds won't be too friendly to the party.

Isten

Nobody seems to be home in Isten—at least, not in this chapter. However, there is a shop with rope and oil for sale.

EVERTON

- ◆ If the party helped Natalie deliver her baby in Chapter Four, they can see the baby in this chapter. If the party failed to get help in Chapter Four, they can fight the grieving widower mage.
- ◆ A local tomboy tells the party that William and Aren passed through town recently.

TEAL

- ◆ Raal reacts strangely to the local bakery.
- ◆ The party can meet a little girl who overcomes her fear of Grrrlf.
- ◆ Gerard Fayle from Chapter Four is no longer present in this chapter.

ELONA

- ◆ Raal can mix it up with a local townsman.
- ◆ A shirtless officer provides the party with a clue as to what's going on in a local house.

CAMILLE

- ◆ A riverboat captain will tell the party how his boat was hijacked.
- ◆ A local prophet will enchant the party's insurance policy, if they happened to get one in Chapters One or Two.
- ◆ Pamela, a local woman, is in love with Stephen, a resident of Eastbank. See Eastbank entry for more on this.

EASTBANK

The party can speak with Stephen the mage. If they talk with Stephen, then with Pamela in Camille, and then with Stephen again, he will disappear and then reappear near a large tree next to the river. He will then part the river so the party can freely cross. Note that if the party doesn't take this opportunity immediately, the river will close again and the opportunity will be gone.

DURST

A local mercenary will tell you how a fire started. See the main walkthrough for more on Durst.

DARVI

Raal can scare a bunch of musicians if he's so inclined.

Chapter Eight: Overview and Walkthrough

Having returned the consort to Antara, the party prepares to bask in the light of their glorious deeds—but things don't turn out the way they expected.

First of all, the captain of the guard remains suspicious that the party had a hand in the consort's kidnapping. But more importantly, during the wedding ceremony of the consort and the imperial princess, a Wraith springs forth from the consort's body and attacks the emperor. The Shadows turn aside the Wraith to protect the emperor, so the Wraith steals the princess's soul instead. Having taken the souls of both consort and princess, the Wraith disappears.

Betrayal in Antara Walkthrough

The emperor asks a favor of the party. Since Kaelyn has dealt with the Wraiths before (in the Ridgewood), he asks that they go forth in search of the Wraith and return with the two lost souls. To do this, they must unravel the mystery they'd originally started pursuing, trying to find out who killed Gregor and why. The best place to start is Januli, where Gregor used to live.

The party is shuttled to the Januli province by imperial troops and then left to their own devices. Quickly they develop several leads. At an inn in Knightridge they learn more about the flying creature that attacked William and Gregor's ship. And in Nathby they learn more about Gregor from a pair of seafarers.

Following the advice of one of the two seafarers, the party looks up a girl named Misha in Beluckre. Misha tells them Gregor kept a room in Havesly, and gives them the key to that room.

In Havesly, a conversation with Lord Sheffield is not particularly enlightening. But by scouring the town, the party uncovers more evidence. Gregor's room at a local inn yields a journal with several interesting facts. Apparently, Gregor was a secret agent of Lord Caverton, sent to spy on Lord Sheffield and keep him in economic duress. One day, Gregor learned about the Shepherds' plans to kidnap the consort, and also learned that Selana Sheffield was involved with the Shepherds' plan. Gregor was traveling back to Ticoro to report this when the attack on his (and William's) ship ended his life.

A conversation with a banker, and a pair of notes discovered by the local lighthouse, make it clear to the party that someone is doing business in Lord Sheffield's name, raising funds, and consorting with pirates. The clear suspect is Selana Sheffield.

The party returns to castle Sheffield to get to the bottom of the mystery, but finds that pirates have invaded the castle. It is here that the chapter ends.



Primary Objective: Unravel the mystery.

Intermediate Objectives:

Find out more about the flying creature that killed Gregor.

Learn more about Gregor from seafarers in Nathby, and Misha in Beluckre.

Find Gregor's journal and notes by the lighthouse.



PART SIX

Starting Location: Near Breland.

Ending Location: Castle Sheffield, in Havesly.

Travel Options: Limited to Januli province.

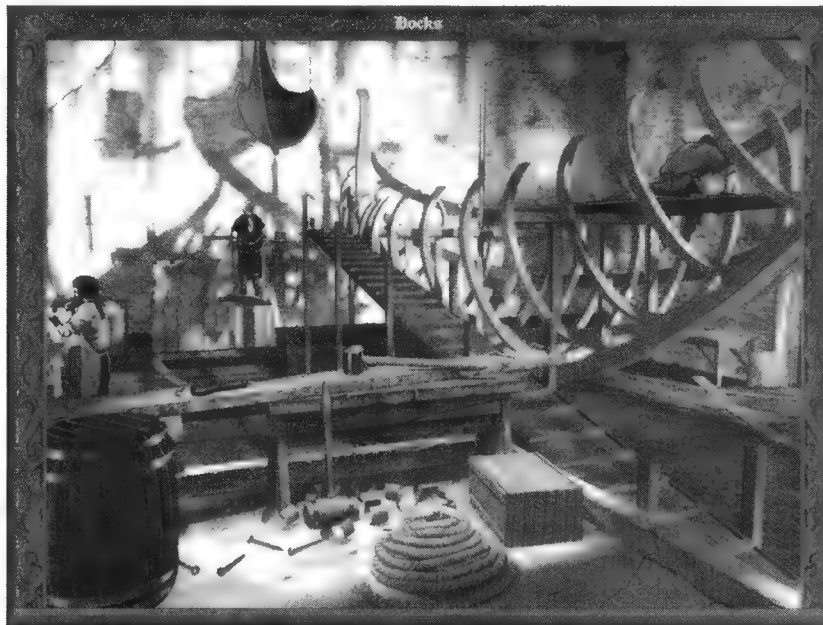
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GETTING STARTED

You start the chapter near Breland. Immediately proceed to the Mortar and Pestle Shop in Breland and buy some fidali leaves.

Proceed southeast along the road to Knightridge. In Knightridge, talk to the barkeep at the Sword and Crook. He'll tell you about a local artist who painted the griffon in the bar.

Investigate the houses in Knightridge, and you'll eventually find the house of the artist who did the painting. He'll refer you to a local farmer, who actu-



Captain Tyee is almost hidden. He's climbing around in the rigging, in the middle-right part of the screen.

Betrayal in Antara Walkthrough

ally saw the griffon in person. The farmer's house is next door to the artist's. Talk to the farmer to get a clue that Bryce, Lord Sheffield's magician, might have had a hand in Gregor's death.

Now go south to Nathby. Enter the shipyard in Nathby and talk with Captain Tyee. Look closely to find him; he's almost hidden! Exhaust all conversation options with Tyee, then go to the Lusty Maiden Bar. Buy an ale and some fatty meat. Give the ale to Poul, a seafarer standing in the bar, and question him thoroughly about Gregor. Poul suggests that Misha, a prostitute in Beluckre, has more information about Gregor.

OFF TO HAVESLY

Go north to Beluckre. Visit the brothel (a large building without a sign) and talk to Misha. She'll give you information about Gregor in exchange for some sencream.

Go to Marlon's Mercantile in Beluckre and speak with Marlon. Give him senwater, fidali leaves, and the fatty meat you purchased earlier. He'll transform these ingredients into sencream and give it to your party. Take the sencream to Misha and hand it over. In exchange for the sencream, you'll get a key to Gregor's room in Havesly.

Go to Havesly and proceed to Lord Sheffield's castle. Sheffield will be standing at the entrance. Exhaust all conversation options with him.

GATHERING CLUES IN HAVESLY

After speaking with Lord Sheffield, go to the Sentinel Inn. Present Gregor's key to the innkeeper, and you'll get access to Gregor's journal. Read the journal thoroughly.

Now go to the bank (still in Havesly) and speak with the banker. You'll learn of a secret account kept in Lord Sheffield's name.

Walk to the house nearest the lighthouse and speak with the man inside. He's the son of the lighthouse keeper, and he'll tell you about a secret entrance to the lighthouse.

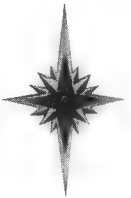
Now go to the gates of the fence surrounding the lighthouse. (Note that the lighthouse is slightly northeast of town.) Click on the rocks at the lighthouse's base. There you'll find two incriminating notes. Read the notes.



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PART SIX



Two notes are lying on the rocks near the base of the lighthouse.

Go back to Lord Sheffield's castle. As you approach the castle, you'll notice something unusual, and the chapter automatically ends.

Chapter Eight: Optional Quests

There are several optional quests and interactions in Chapter Eight, none of which is terribly involved.

BRELAND

- ◆ The Noble Hound Inn sells food and lodging, the Mortar and Pestle sells herbs, and the Hunter's Hutch sells archery supplies.

Betrayal in Antara Walkthrough

- ◆ A local house contains a mother whose baby was taken by a trerang. The trerang is south of town in an enclosed area. If you kill the trerang within a day of hearing about it, the mother will reward you with a pearl. If not, she'll be crying when you next visit her.
- ◆ You can also visit other local houses to speak with the trerang's owner, and some hunters who wish to kill the trerang.
- ◆ A blind mage will increase Aren's Fire skill in exchange for some sen-water.
- ◆ Fish in the river southeast of town to get a vanguard shield. You can learn more about this shield in Dumali.

BELUCKRE

- ◆ Shop at Lightning Left for food, or Marlon's Mercantile for general goods.
- ◆ A man named Tibor will recharge magical staves for 500 burlas.
- ◆ Jax, a local card player, will increase Aren's Movement skill by 15 points if Aren can beat him at cards.
- ◆ Other houses contain less significant characters: a young noble getting beaten at cards by Montari, and an old jaeger complaining about his worthless son.
- ◆ The town brothel is important to this chapter's main plot.

HAVESLY

- ◆ Shieldmakers sells shields (oddly enough).
- ◆ The Sentinel Inn, the Mantigua Holding Company, the lighthouse, and the lighthouse keeper's house are all important to the main plot of this chapter.
- ◆ A local tailor will tell you about a trader who had a letter of credit from Lord Sheffield.
- ◆ A Chailan woman provides some insights into Lord Sheffield's character.

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KNIGHTRIDGE

- ◆ The Sword and Crook Tavern, the artist's house, and the farmer's house all play a role in the main plot of this chapter.
- ◆ A midget toymaker will chat with the party.



DUMALI

- ◆ Buy food at Kor's Kitchen Tavern, or buy magical items at Parnu's House of Mystery.
- ◆ Speak to a prospector who's preparing to leave town.
- ◆ Three Tr'Kaa messengers will swap stories with the party, and give a hint about the vanguard shield near Breland.
- ◆ Chat with a miner who's leaving town.

NATHBY

- ◆ Purchase general goods at Bric-a-brac and Arnold's Salvage, or buy some food at The Mermaid's Kiss, The Salty Dog, or The Lusty Maiden.
- ◆ Poul at The Lusty Maiden and Captain Tyee at the shipyard are important to the main plot of this chapter.

Chapter Nine: Overview and Walkthrough

This chapter commences as the party enters Lord Sheffield's castle and finds that pirates have infiltrated the place. They scour the castle in search of Lord Sheffield. In Selana's room they discover a key to the castle's cellar, along with several sheets of paper she's been using to practice forging Lord Sheffield's signature.

The castle cellar leads to a cave network. Deep in the caves, the party encounters Lord Sheffield locked in combat with an unknown assailant. Lord Sheffield wins, and the ensuing conversation clears up part of the mystery. Selana has been conducting business in her father's name to further the interests of the house. She allowed local pirates to dock in Havesly for a steep

Betrayal in Antara Walkthrough

price, but later changed her mind—and angered the pirates, which explains why they attacked the castle. These pirates were the same ones she'd sent to kill Gregor.

Selana was also involved with the Shepherds' abduction of the consort. She didn't believe in the Shepherds' dogma; she just wanted to ransom the consort to generate funds for house Sheffield. She sent pirates to destroy Gregor's ship because he'd discovered her Shepherd amulet, and stumbled onto her plans.

However, none of this explains the flying creature that attacked Gregor's ship along with the pirates, or the Wraith that attacked the emperor. These creatures were clearly the work of Calvert Bryce, Sheffield's personal mage. To get to the bottom of things, the party will have to discover Bryce.

Bryce's lair lies in caverns close to castle Sheffield. Infiltrating the caverns, the party discovers Bryce's old workshop. A tunnel leads from this workshop into the Waste, where Bryce has set up a new lair for extra secrecy.

After fighting their way through the Waste and entering the new workshop, the party finds Lord Sheffield and Selana magically pinned to the wall with Bryce standing nearby. They fight several of Bryce's minions and then battle Bryce himself. Defeated, Bryce staggers off into his inner sanctum. The party follows, and William demands that Bryce explain how to recover the two lost souls. Bryce refuses and dies on the spot, but his workbook contains the recipe for summoning a Wraith, and a chest in his workroom contains all the necessary ingredients.

The party puts the proper ingredients in a cauldron and summons the Wraith who stole the princess and consort's souls.

A deal is eventually struck. In exchange for the souls of both Sheffields and a promise that the Wraith will never be summoned again, the souls of the princess and consort are relinquished. The party returns to Antara for the festivities surrounding the wedding.

During the festivities, William and Aren realize that Fellich Marr, Hand of Henne, is the man who truly wanted the emperor dead. Marr was the one who contrived to steal the consort from the Shepherds, hide a Wraith inside the consort, and thereby steal the emperor's soul. He did this because the emperor had thwarted his plans for power, and Marr knew he had more influence over the emperor's daughter than the emperor himself. It was to Marr's benefit, therefore, to have the princess ruling the empire.

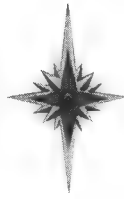
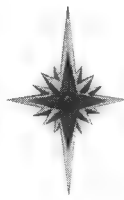
But there's nothing the party can do for now, except watch and wait.



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PART SIX



Primary Objective: Reclaim the souls of the consort and princess.

Intermediate Objectives:

Infiltrate Bryce's old lair.

Find Bryce's new workshop in the Waste.

Battle Bryce.

Mix the ingredients to summon a Wraith.

Starting Location: Castle Sheffield.

Ending Location: Bryce's new workshop in the Waste.

Travel Options: Limited to castle Sheffield, a small piece of Januli, Bryce's two lairs, and the Waste.



GETTING STARTED

Refer to the maps of castle Sheffield in the "Atlas of Ramar" to assist you with this section.

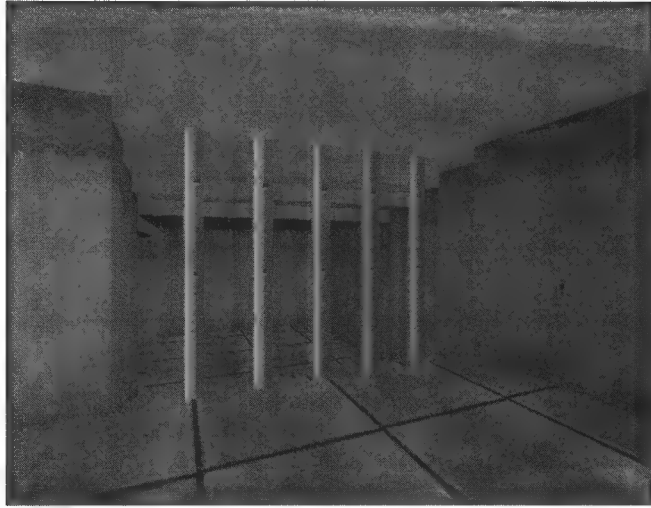
Proceed to the northwest corner of the castle's main floor and take the stairway up. Locate Selana's room on the second floor of the castle (it's marked on the map). Inside her room, open a chest and retrieve both the cellar key and her scratch paper. Read the paper.

UNDER THE CASTLE

Go downstairs. In the northeast corner of the castle's main floor is a gate. This gate guards the stairs down to the cellar. Use the cellar key on the keyhole near the gate to open it. Go downstairs into the castle caves (see Castle Caves map in the atlas).

Proceed to the entrance to the caves (which is marked on your map) and then go on to the place marked Sheffield & Petrov's Duel. When you get there, you'll witness the outcome of Sheffield and Petrov's fight. Search Petrov's corpse and read the note you find on his body. Then speak to Lord Sheffield and Selana and exhaust all conversation options with them. You'll learn more about Selana's involvement with the consort's kidnapping, and learn that Calvert Bryce was involved, as well.

Betrayal in Antara Walkthrough



This gate guards the stairs leading to the castle cellar.

CAVES TO BRYCE'S WORKSHOP

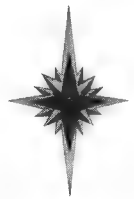
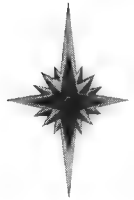
Retrace your steps and ascend to the castle's main floor. Exit the castle. Northwest of the castle, in the cliffs, you'll find the entrance to Bryce's caves. This entrance is marked on the 0530 map, and the caves themselves are illustrated in the Caves to Bryce's Workshop map.

Proceed to the place marked "old lair" on the Caves to Bryce's Workshop map. Open the chest in this room and read the notes inside. Then go north from this area to enter the tunnel leading to the Waste.

You'll automatically emerge in the Waste. Referring to the Waste map for guidance, proceed to the place marked Entrance to Bryce's Workshop. Proceed with caution, as there are many creatures to fight.

INSIDE BRYCE'S WORKSHOP

Referring to the map titled Bryce's Workshop in the Waste, make your way to the place labeled Bryce and the Sheffields. When you get there, you'll have to fight a pack of Bryce's hounds, then fight Bryce himself. Give these combats all you've got, as they're the last ones you'll need to fight. Bryce staggers off into his workroom when he loses.





This chest contains items you'll need to summon the Wraith and end the game.

When you win, go north and click on the door to the place labeled Workroom on your map. Inside you'll find a badly wounded Bryce. Talk to him about everything, and he will die on the spot.

Now click on the chest in this room. Grab a single unit of each of these ingredients: senwater, nudberries, Tr'Kaa feather, talicor powder, and hardening fluid. Drop all these items into the cauldron to end the chapter and the game.

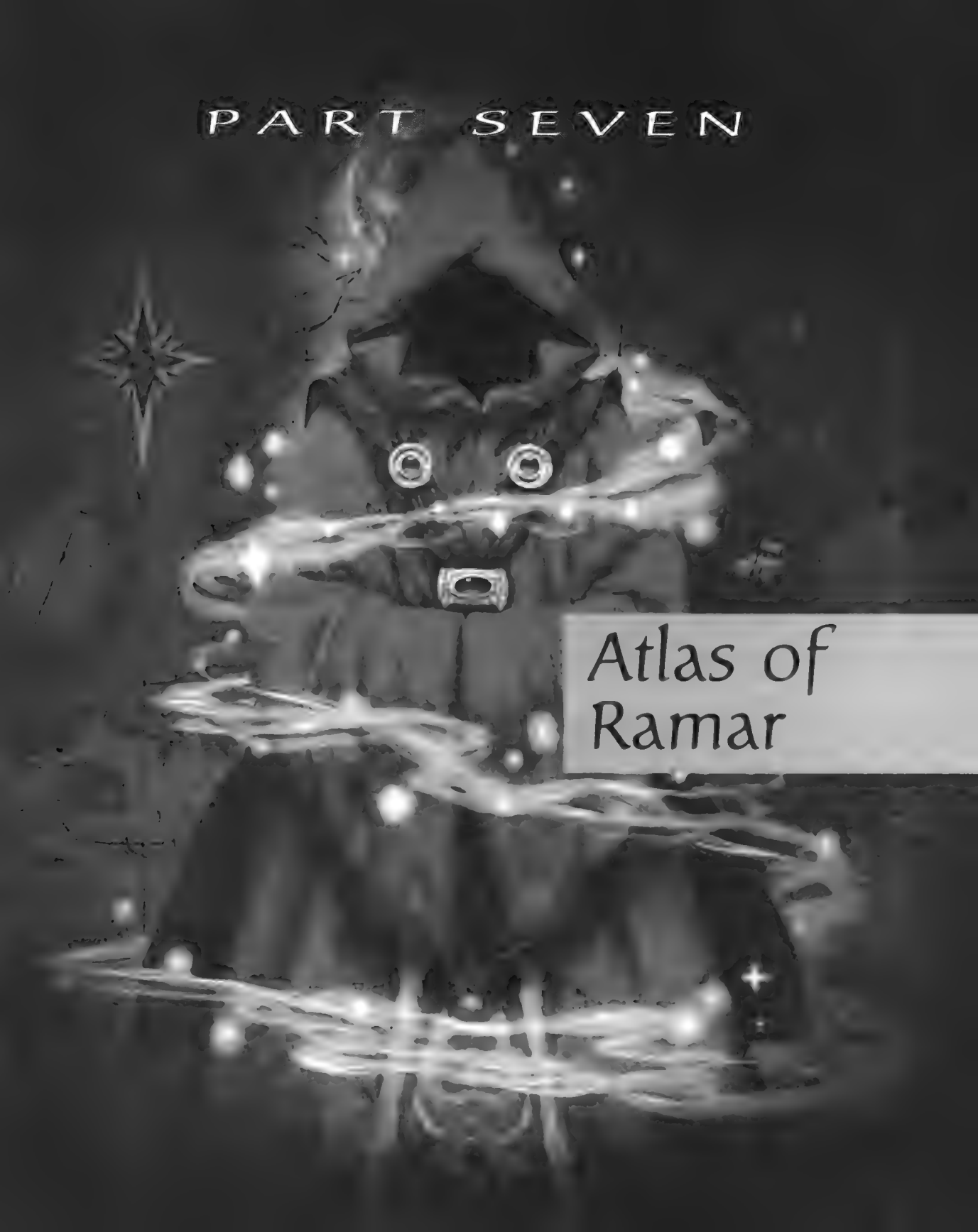
Chapter Nine: Optional Quests

There are no optional quests in this chapter. You're limited to a small section of Januli and a bunch of caves, so there's not much your party can do aside from finish the main quest.

Congratulations!

You've finished the game! Sit back and savor the ending. *Betrayal in Antara* is a long, involving game that's pretty tough even with the help of this walkthrough. Give yourself a pat on the back, and take a well-deserved break.

PART SEVEN



Atlas of Ramar



Welcome to the atlas of Ramar. This part of the book contains detailed maps of the lands of Ramar, and provides valuable information on the items, characters, and unique locales your party will encounter as they travel these lands.

Using the Atlas

Though the atlas is largely self-explanatory, here are some tips on how it's organized and what you can expect to find inside.

FINDING THE MAP YOU WANT

The first map in this atlas is a large-scale map of Ramar. Note that this map is covered by a grid. Each square in the grid is numbered. To see a close-up view of any particular square, just remember the square's number and page through the atlas until you find it. Grid squares are organized by province.

Later in the atlas, past the surface maps of Ramar, you'll find a number of maps that *don't* correspond to the numbered grid on the Ramar map. These maps illustrate caves, castles, cities, and other features that don't appear on the big map.

Map squares containing towns or cities have the town or city's name clearly marked on the map, right next to the map number.

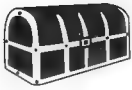
INTERPRETING MAP SYMBOLS

Several types of information are noted on the maps. Here's what you can expect to find.

This symbol means that enemies may be lurking nearby. If you want detailed information on these enemies, read the number next to this symbol and look it up in the Combats table near the end of this atlas.



Atlas of Ramar



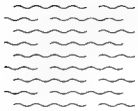
This symbol means a treasure chest is nearby. Refer to the Chests table near the end of the atlas to find out what's stored in the chest.



This symbol means there's a cache of buried treasure nearby. Refer to the Caches table near the end of the atlas to learn what's buried there.

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Numbers like these mark important features on the map. Look to the side of the map for an explanation of what the numbers mean. The significance of these numbers varies from map to map.



Whenever a river is marked like this, it means your characters can catch fish there with a fishing pole.

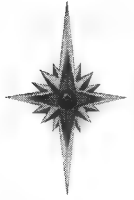


Whenever you see a symbol like this on a wall, it means a character with a pickaxe can dig here for treasure.

TABLES AND CHARTS

Near the end of the atlas are a number of tables. Some of these tables (including the Combats, Chests, and Caches tables) explain features that are marked on the atlas maps.

There are also tables explaining the locations and contents of shops, taverns, and inns. These aren't marked on the atlas maps, but you can easily find them.



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PART SEVEN

Maps of Ramar

This section of the atlas is devoted to showing you every square mile of Ramar. Refer to the large-scale map to get a sense of the big picture, and then look up individual squares for a closer view.

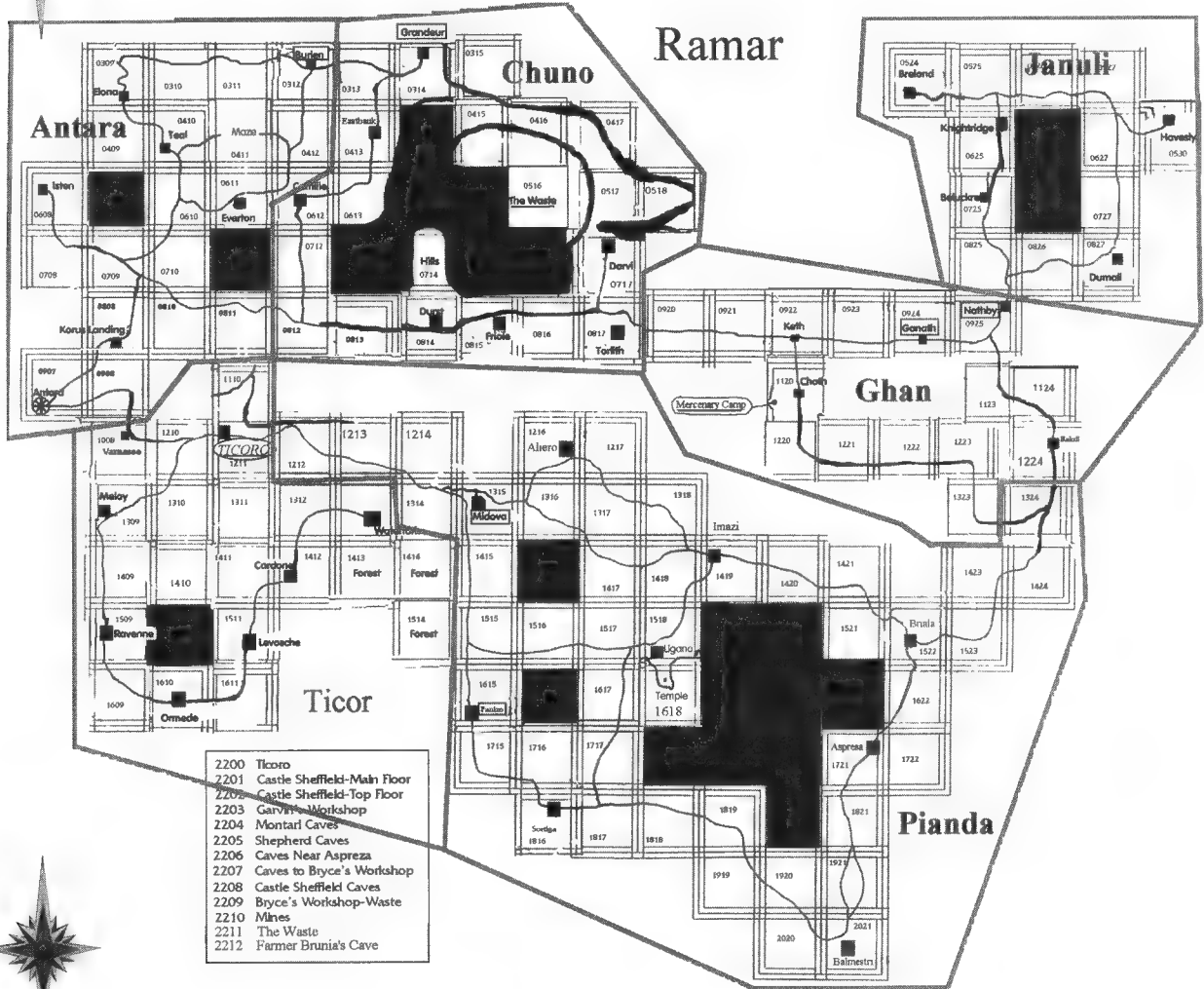
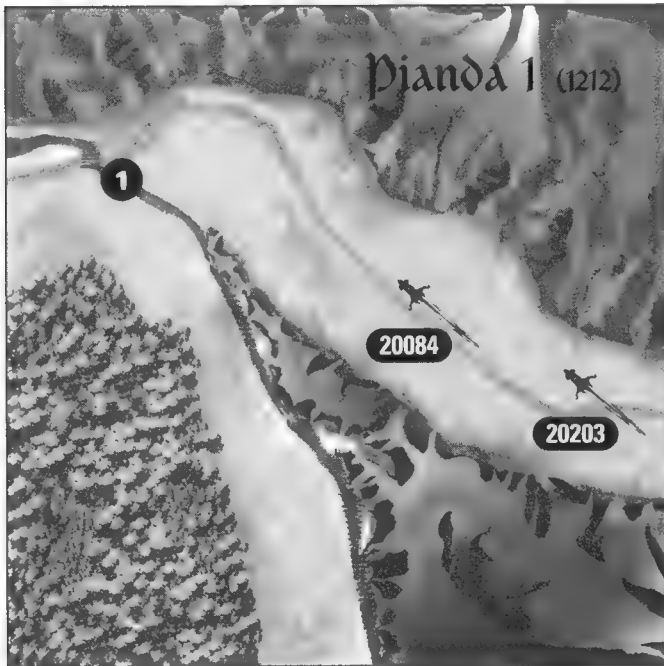
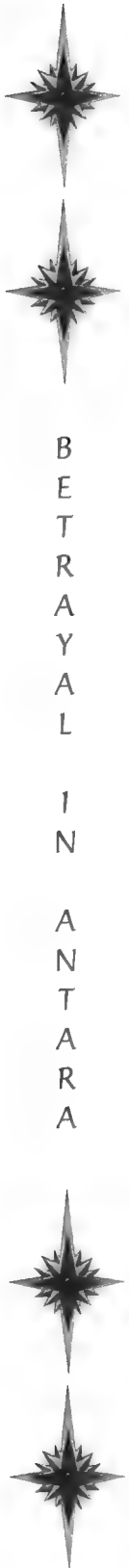


Figure 7-1. This is a large-scale map of Ramar, with province boundaries illustrated.

Pianda Province



1 Bridge is impassable throughout the entire game.



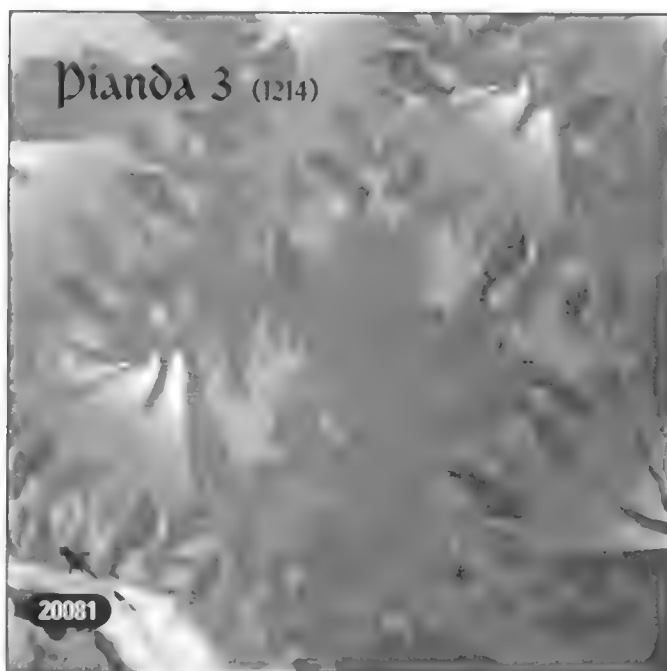
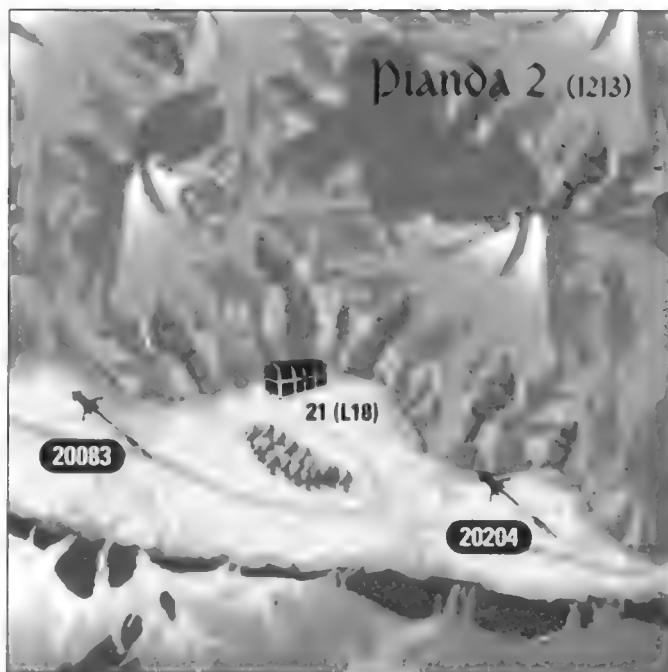
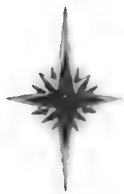
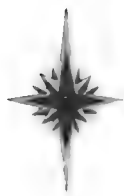
PART SEVEN

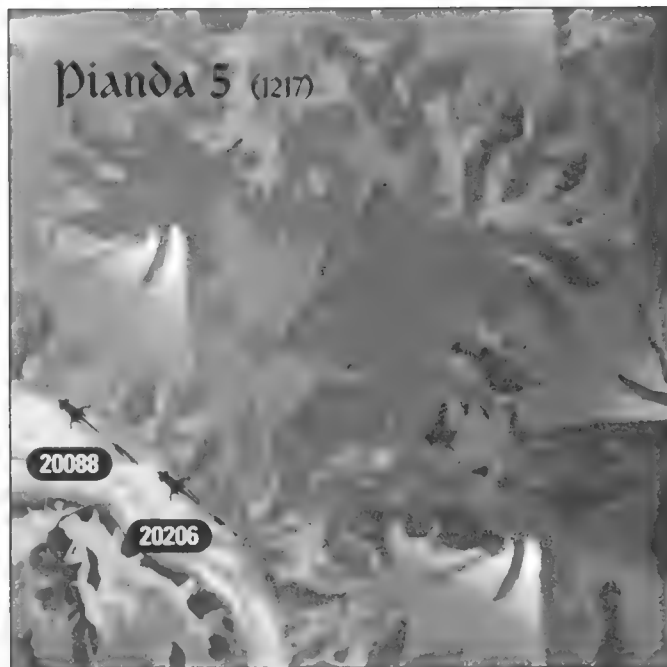
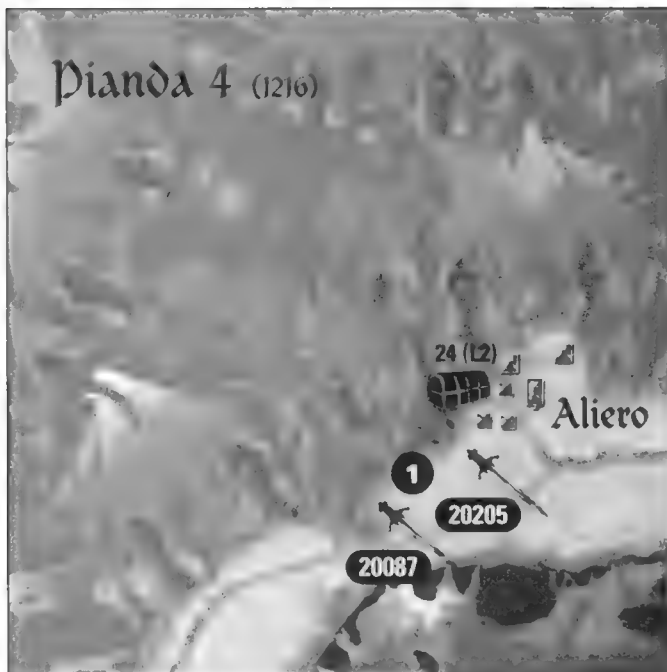


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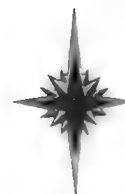
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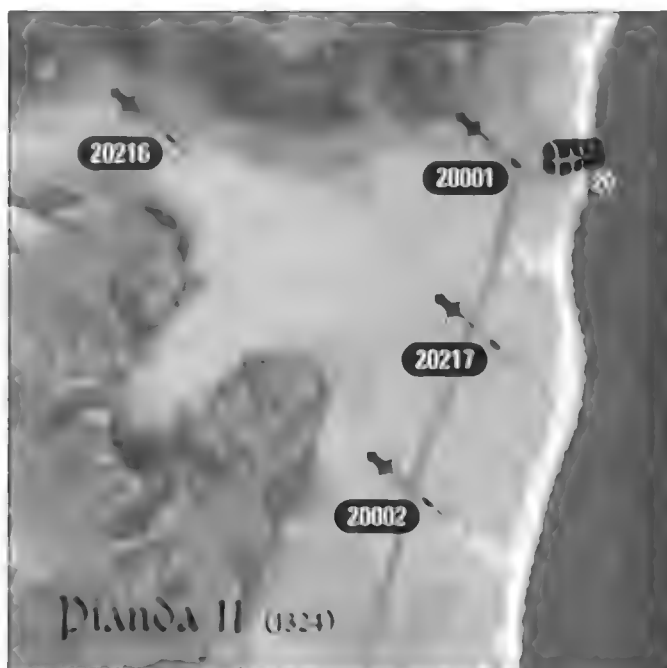
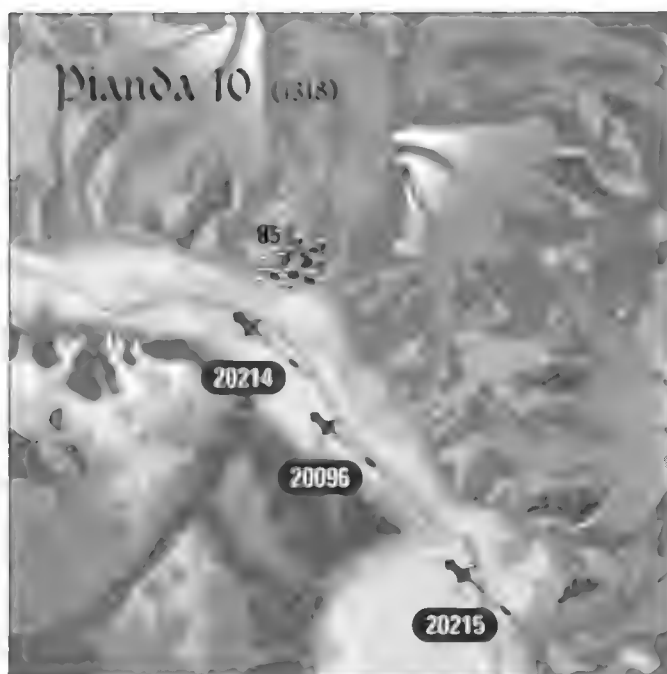


PART SEVEN

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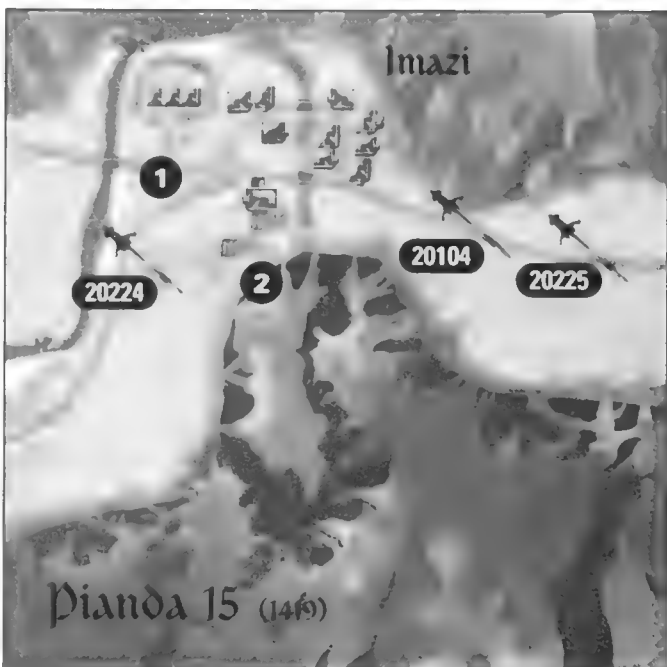
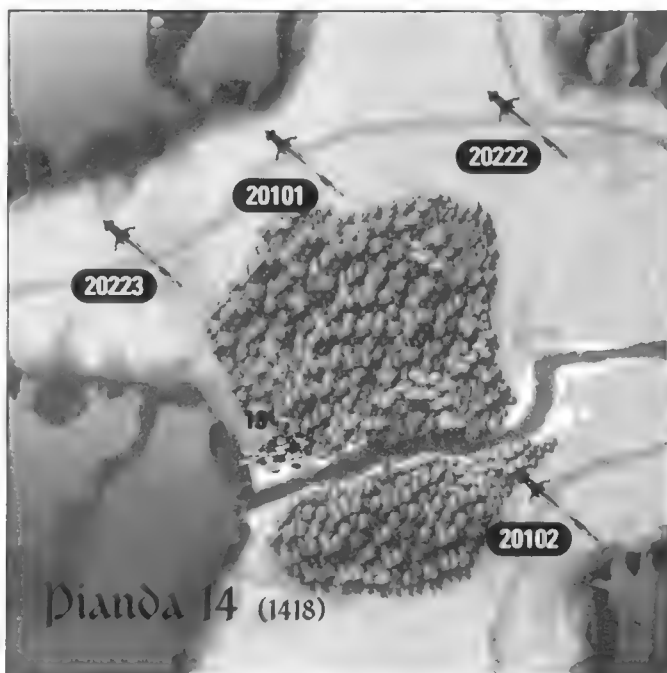


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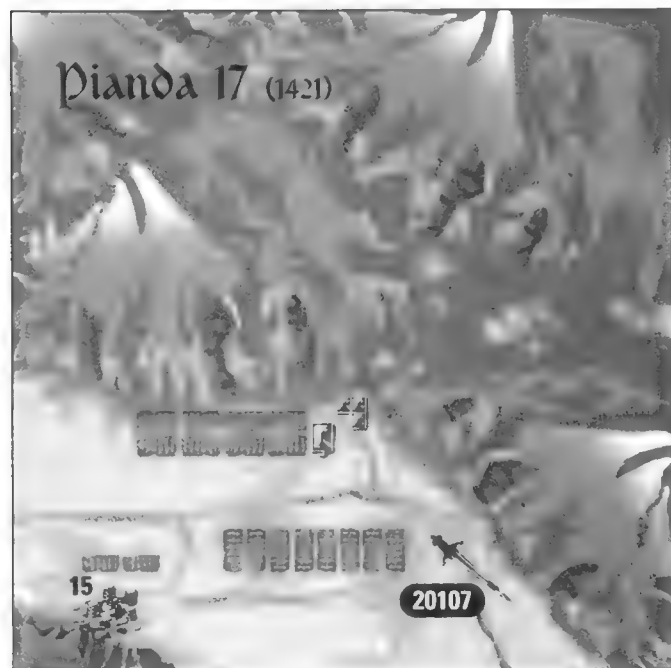


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- 1 Birge
- 2 Entrance to Farmer Brunia's Cave



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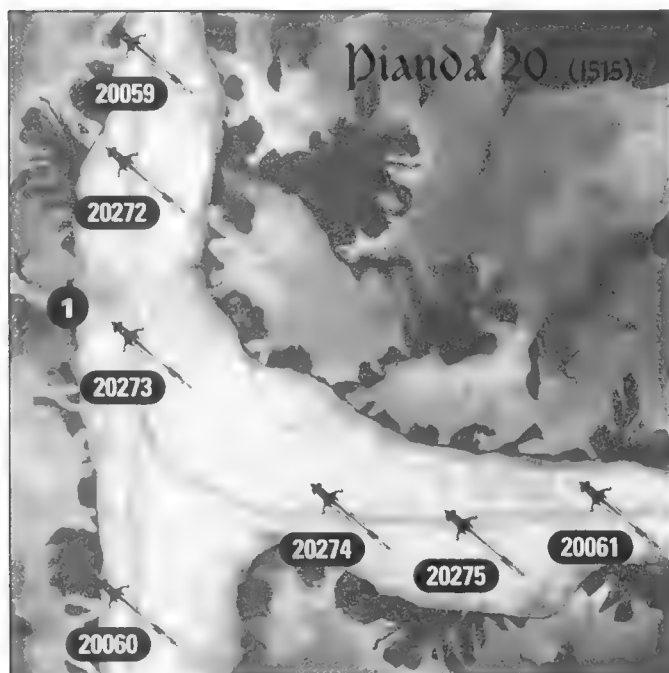


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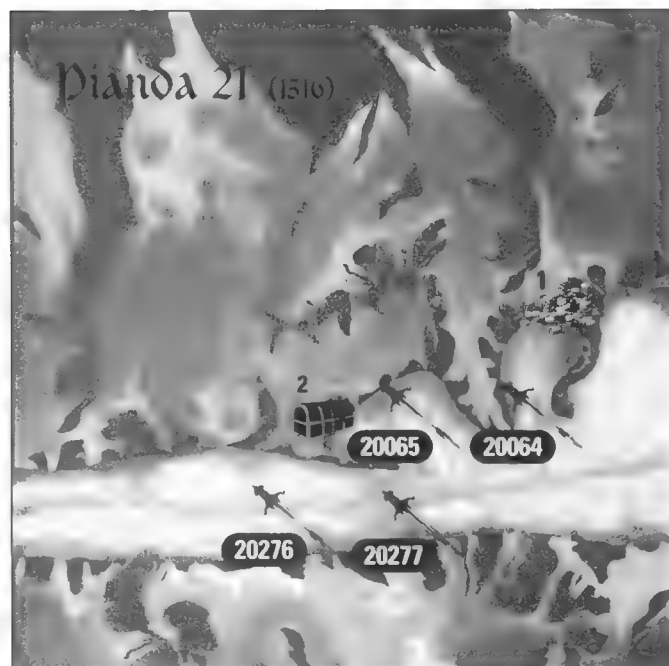
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Atlas of Ramar



1 Entrance to
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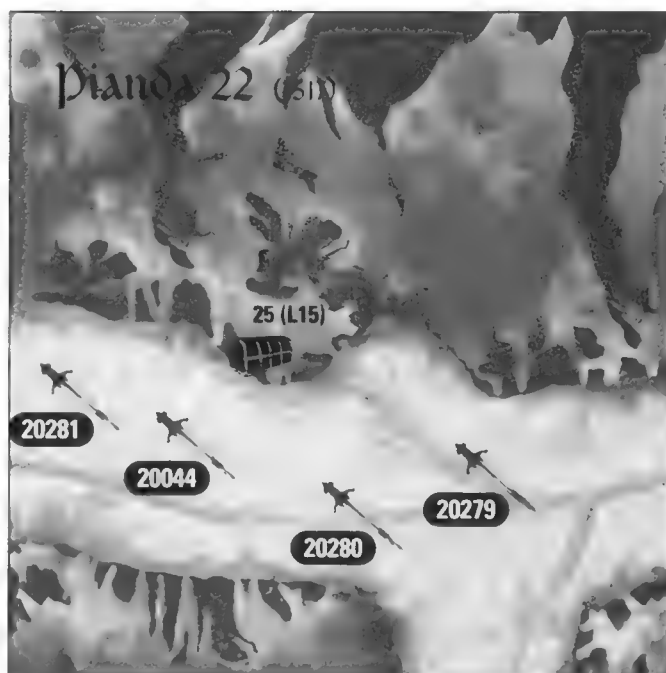
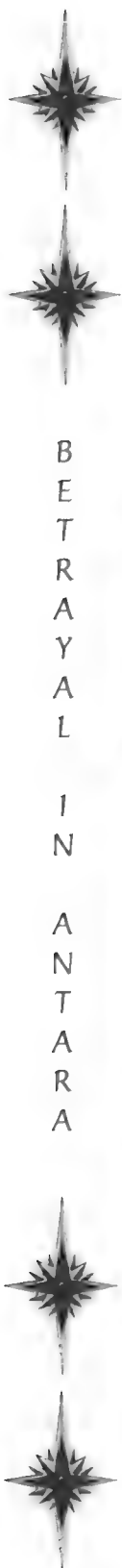
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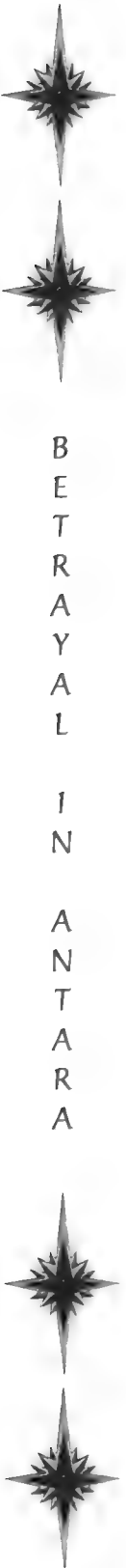
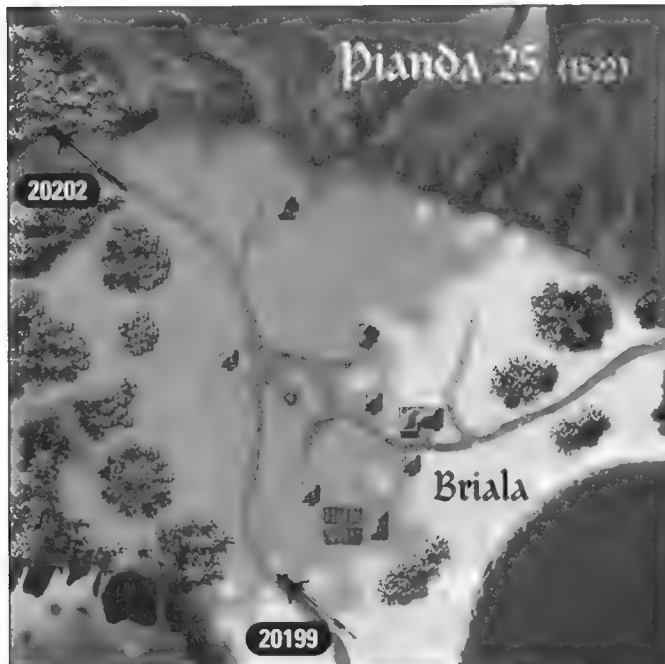
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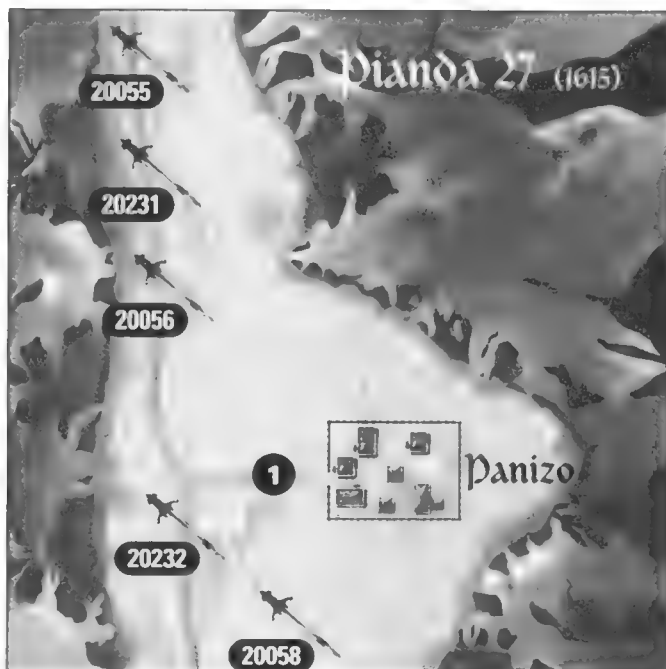


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- 1 Party's Chapter 1 start location
- 2 Gregor's Corpse



- 1 Start location for Chapter 2



1 Temple of Henne



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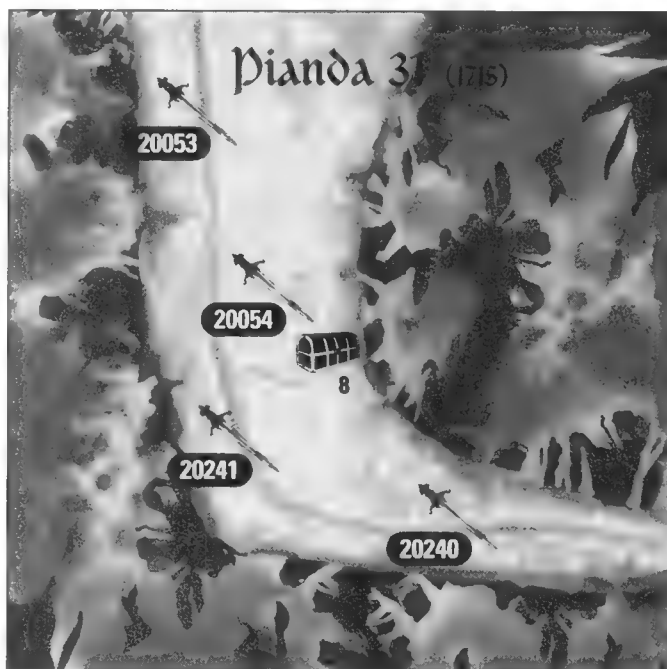
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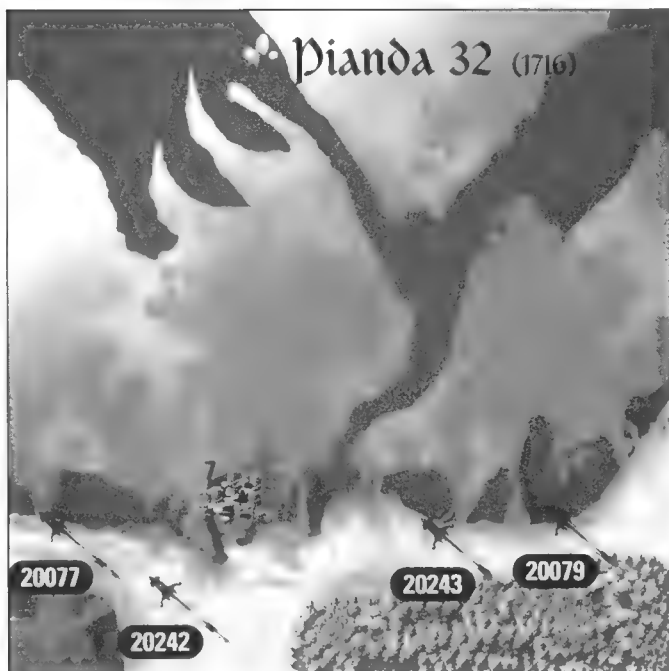




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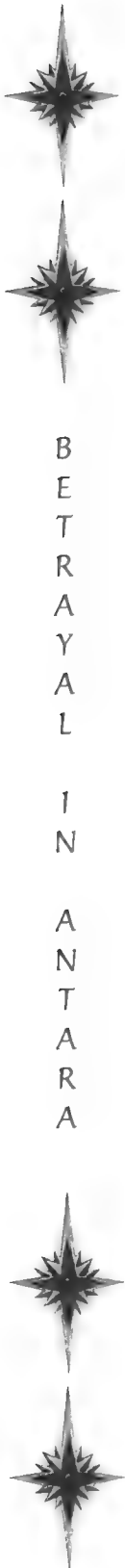
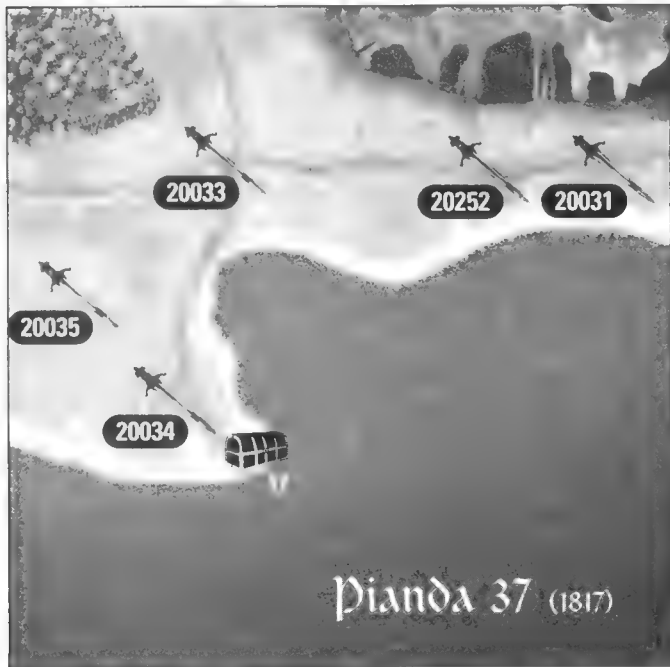
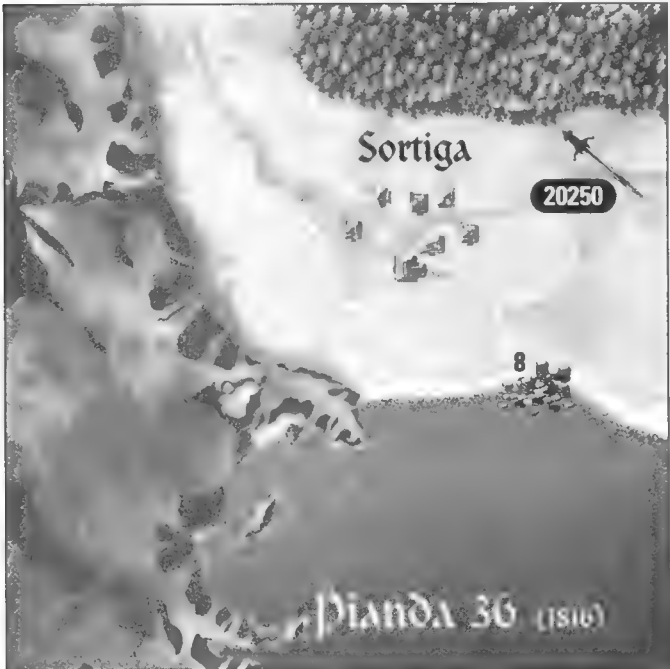
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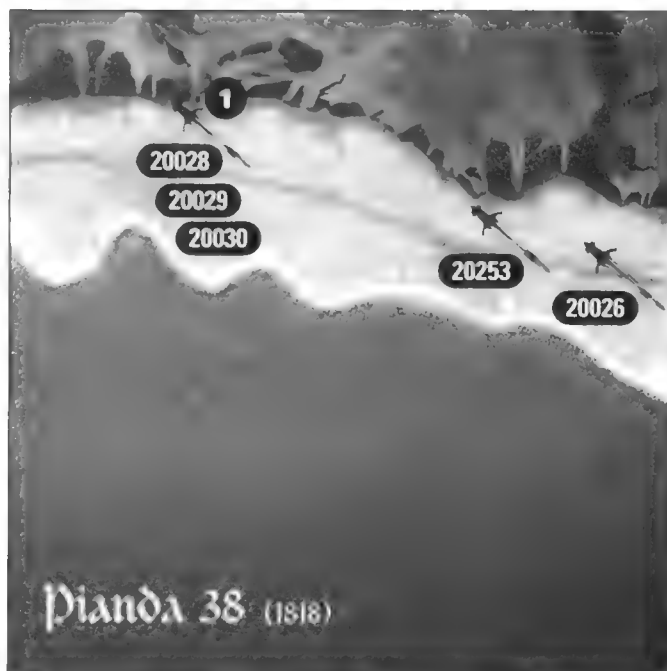
- 1 Temple of Kor
- 2 Entrance to Caves near Aspresa

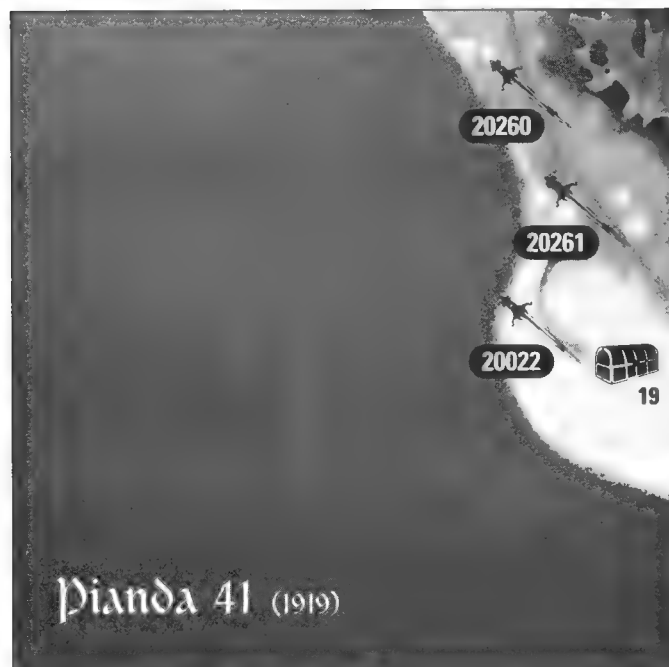
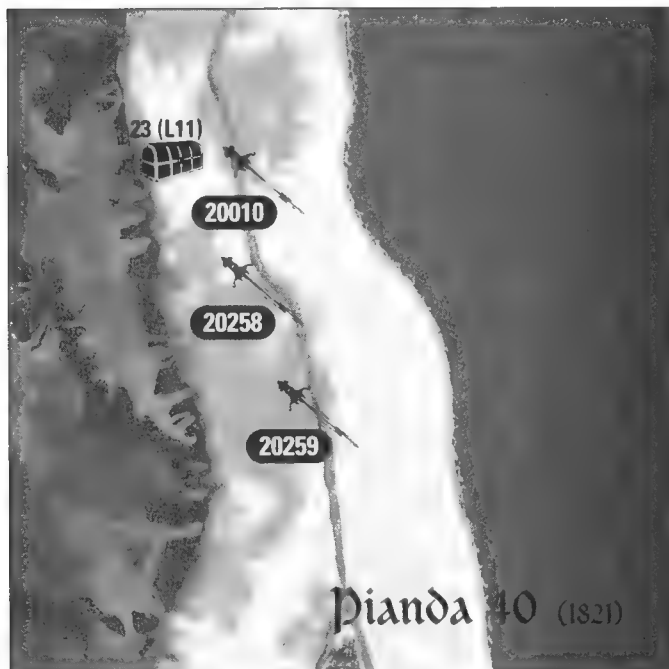




PART SEVEN

1 Entrance to Montari Caves





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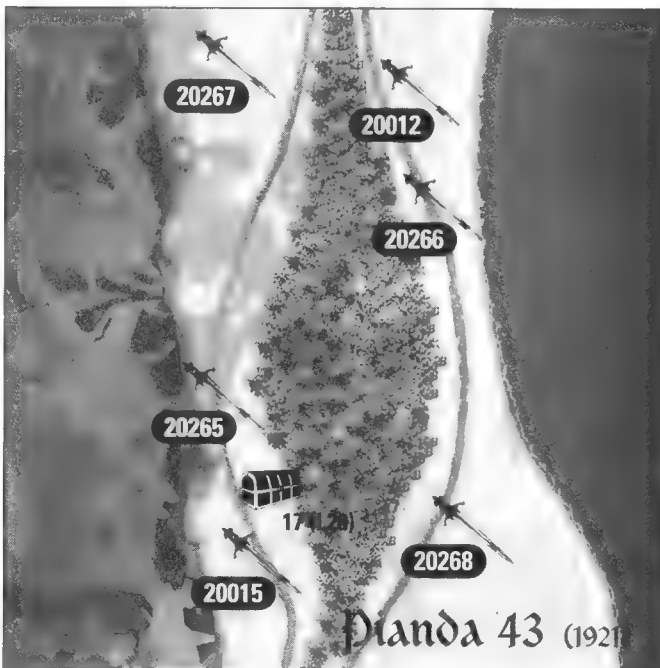
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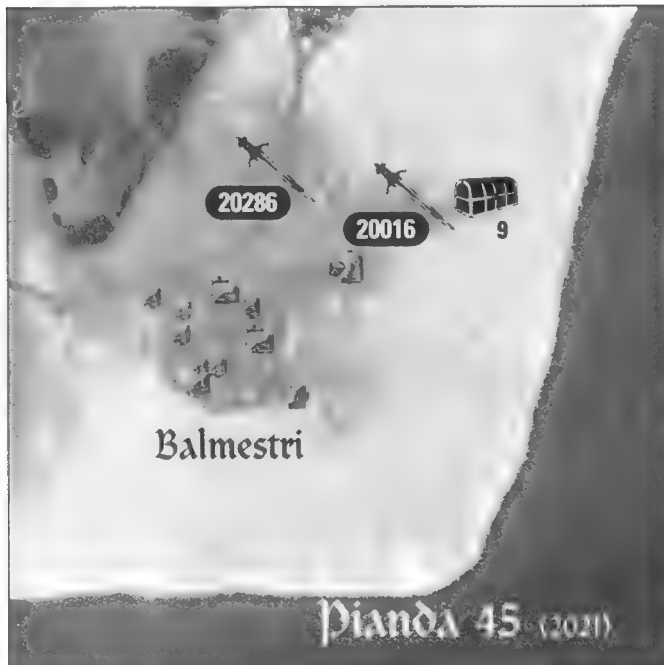
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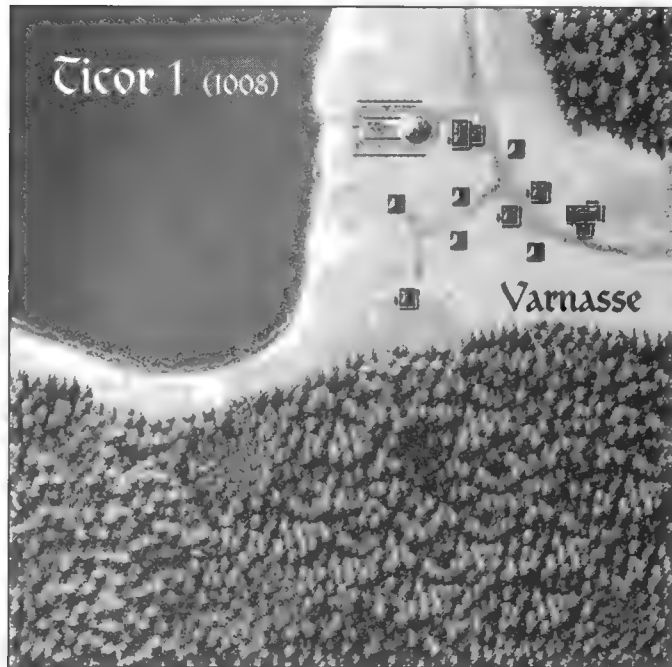


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1 Shepherd's Cave
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1 Mackey

2 Start location for Chapter 4



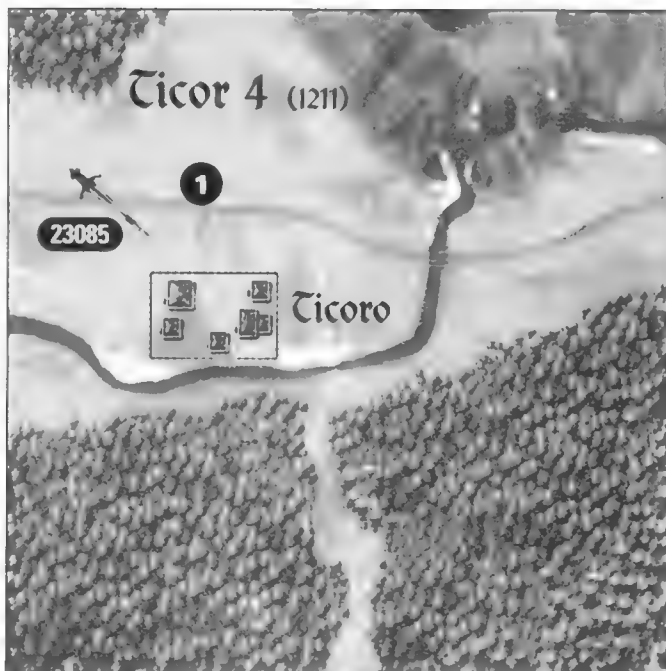
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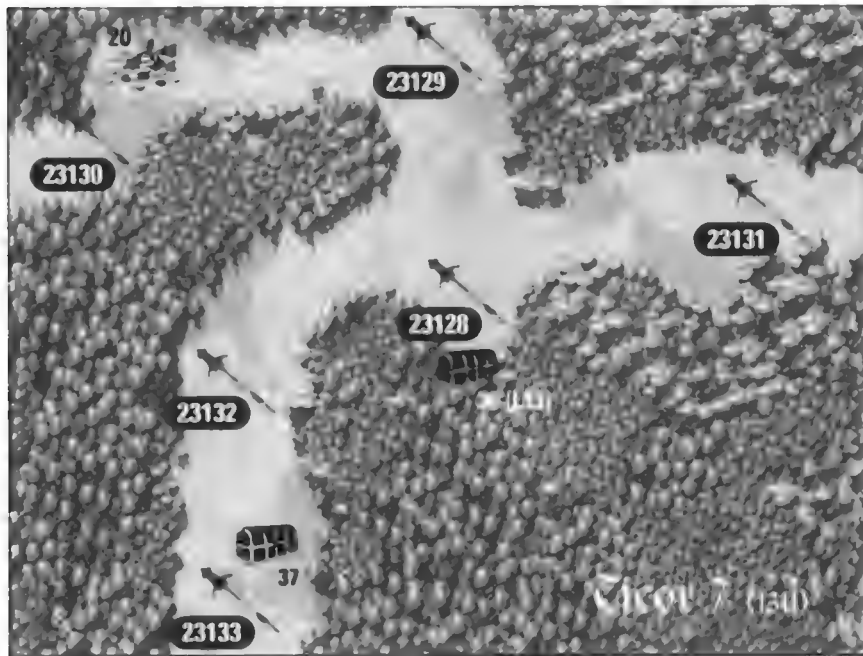
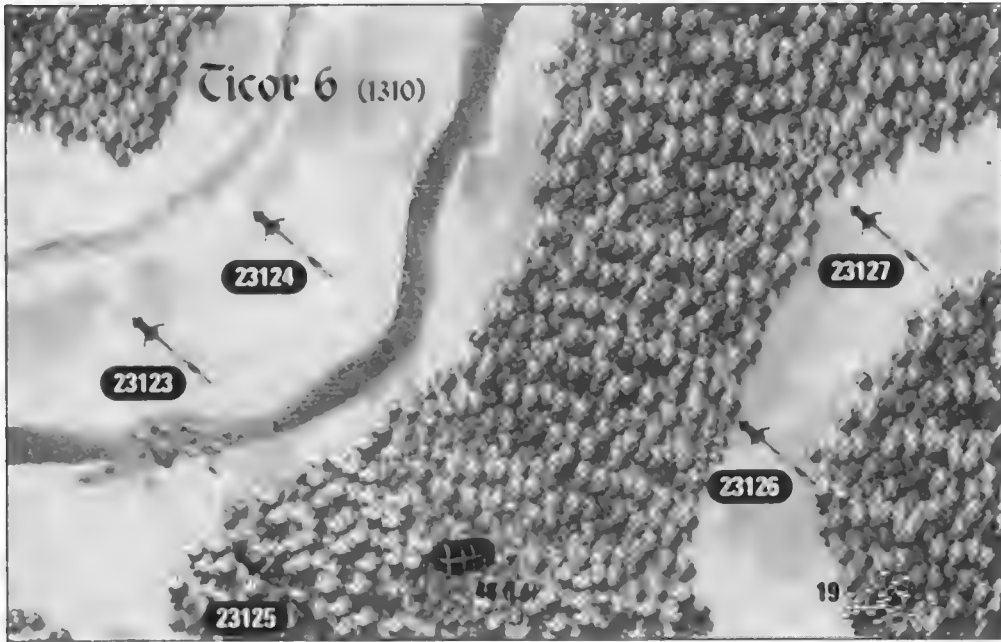
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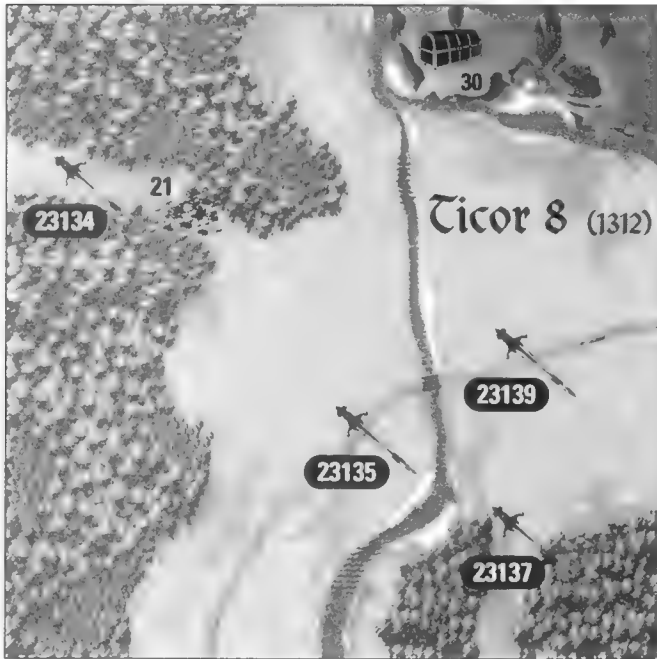


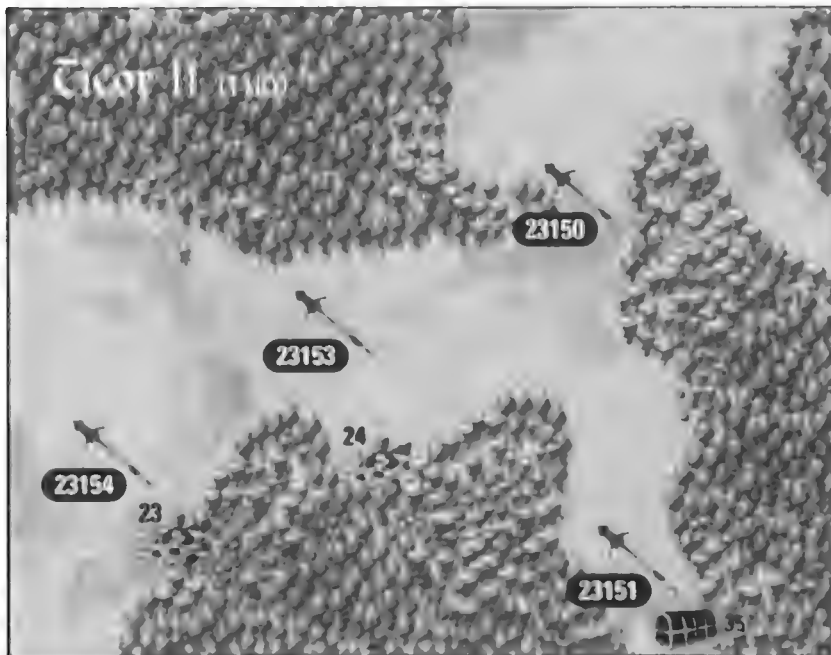
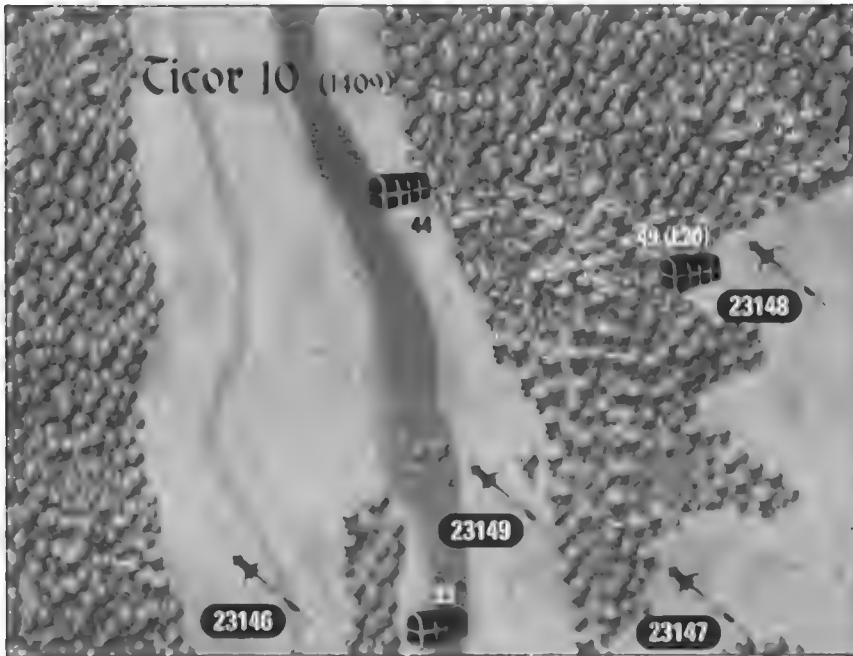
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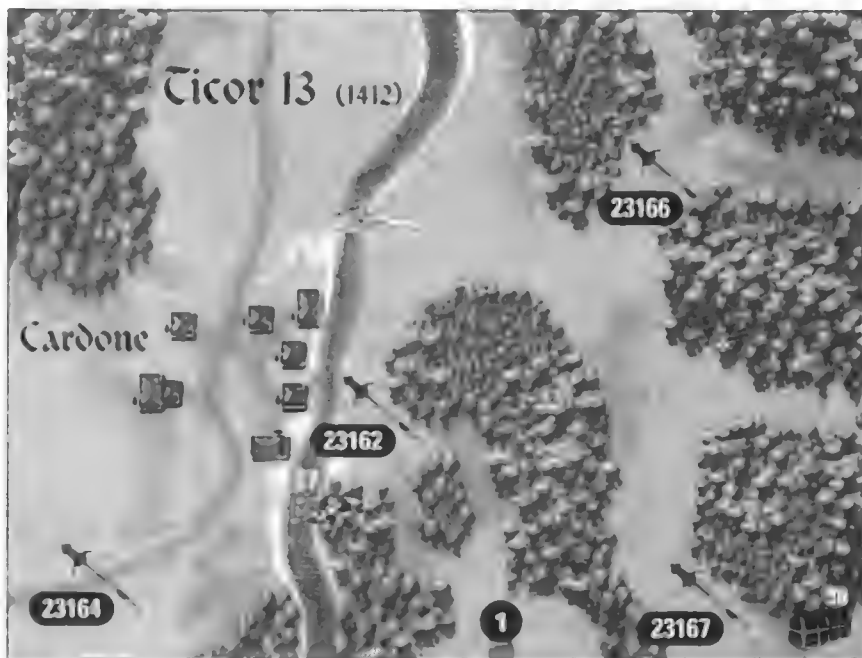
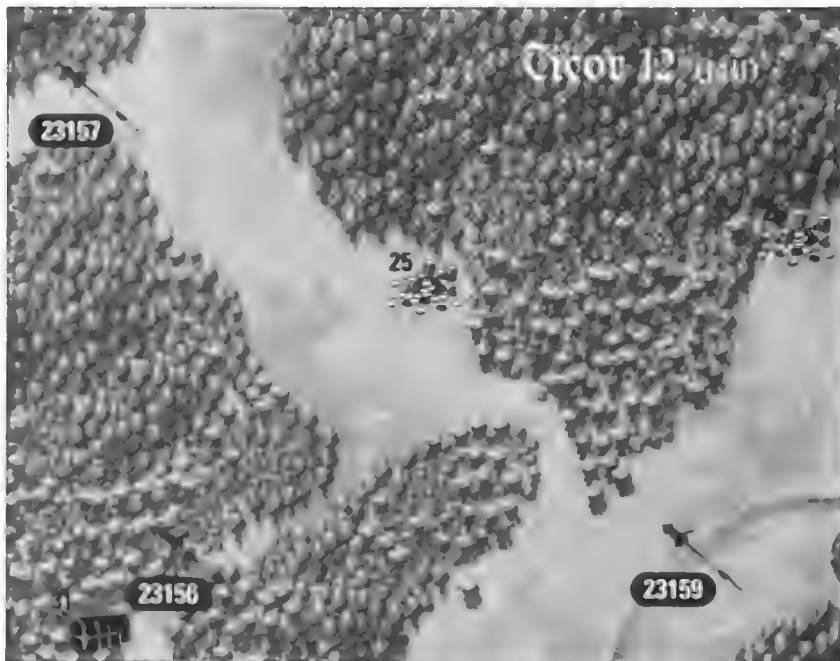


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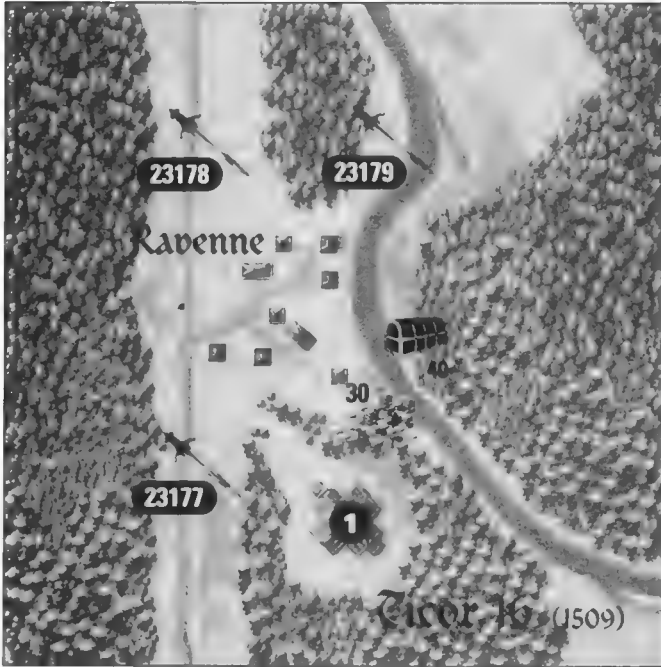


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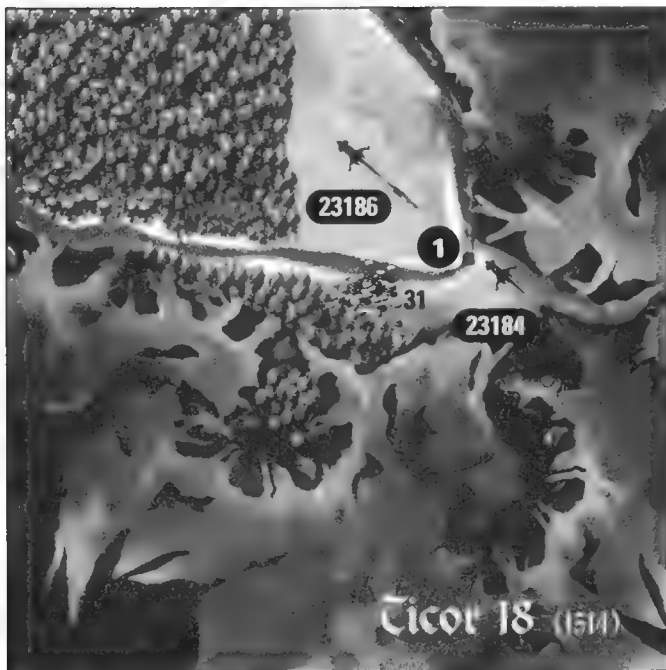


1 Temple of Henne

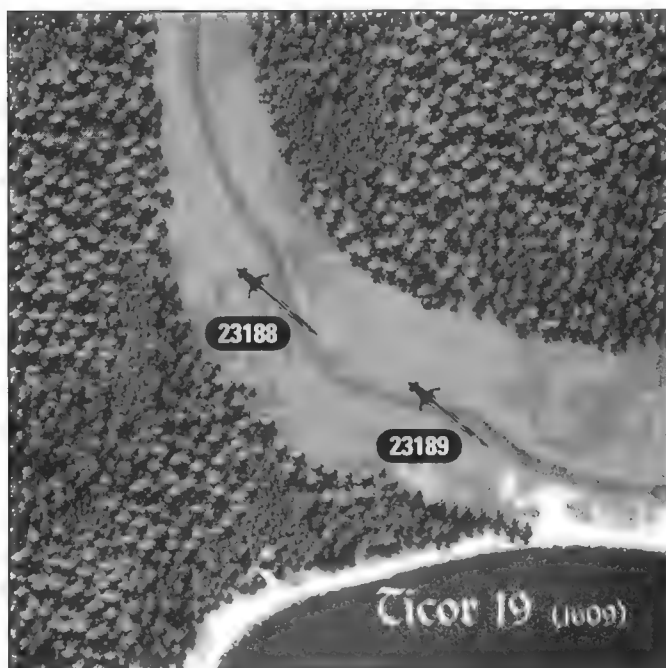


1 Simon

2 Temple of Kor



1 Small bridge



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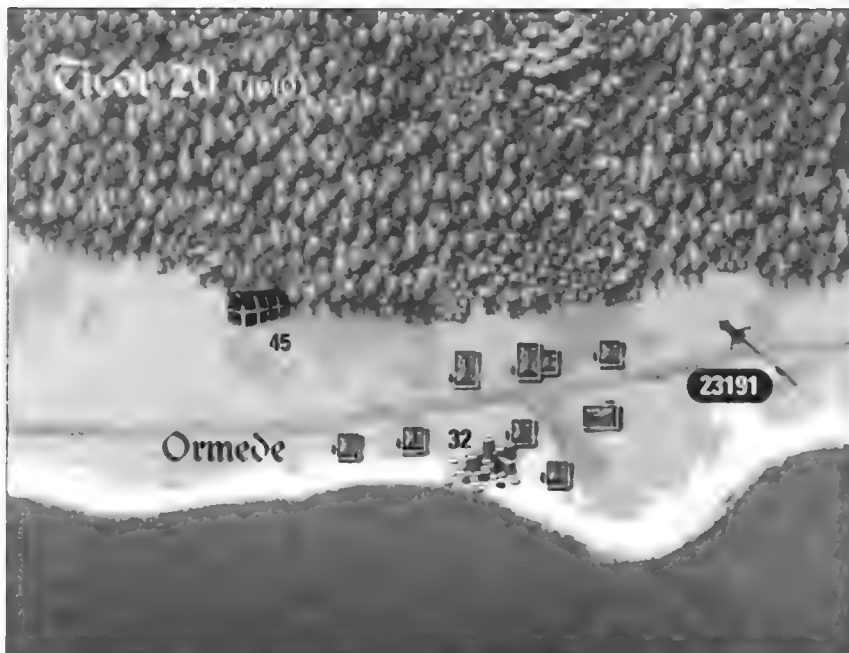
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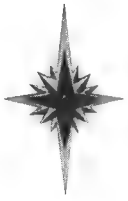
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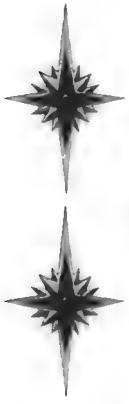
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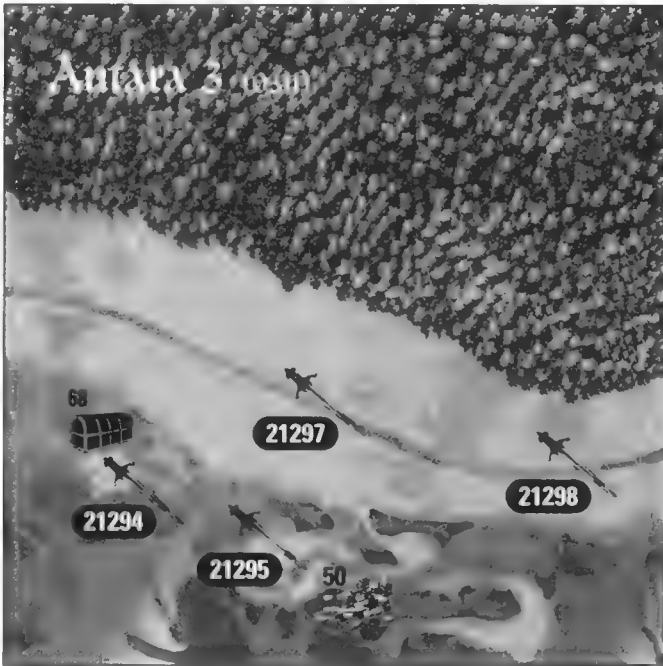
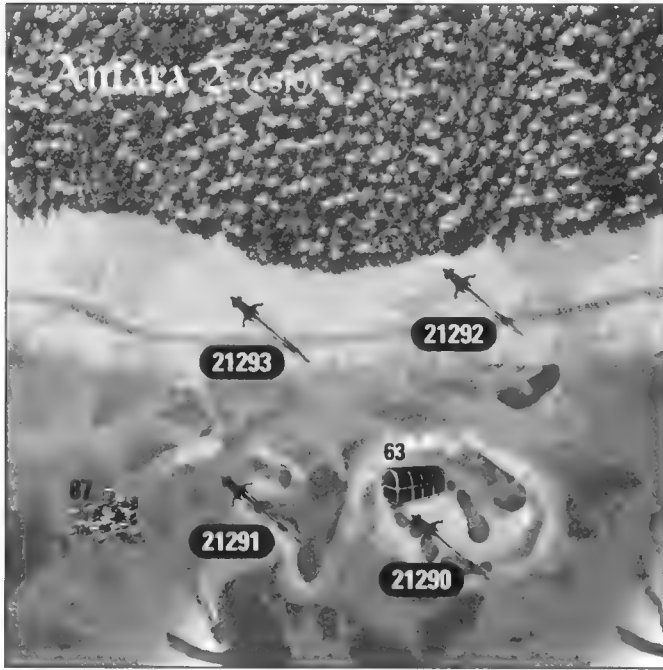


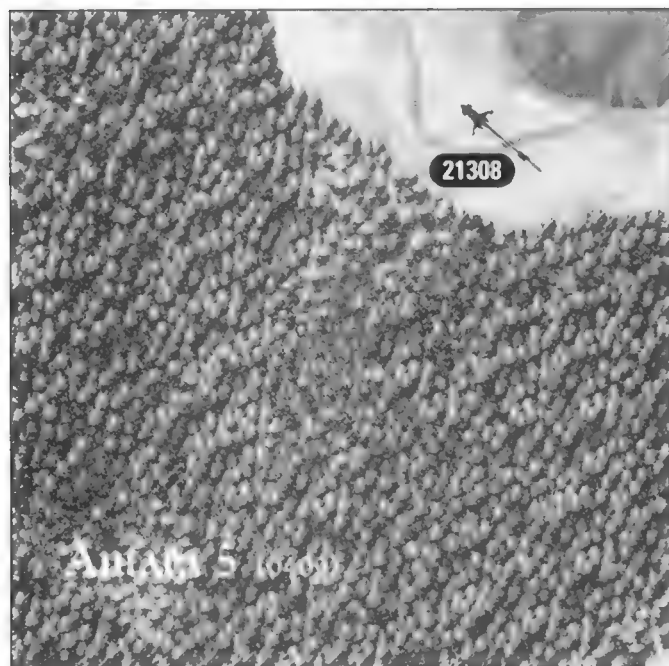
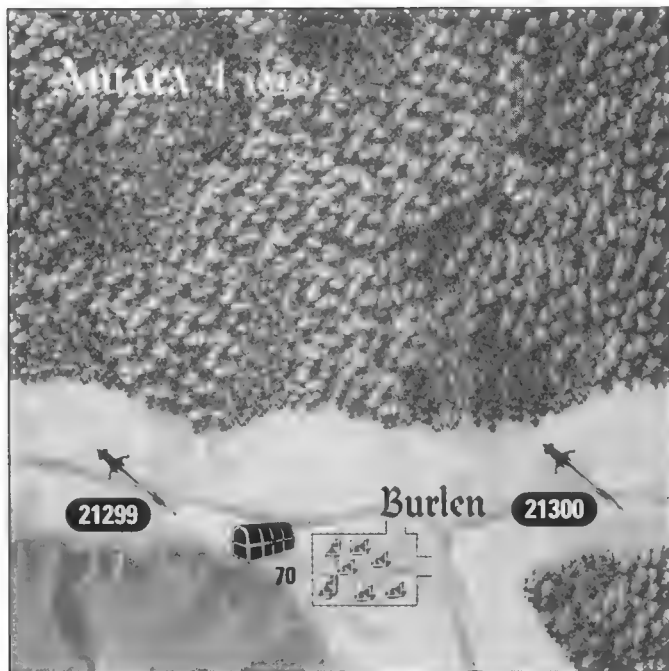




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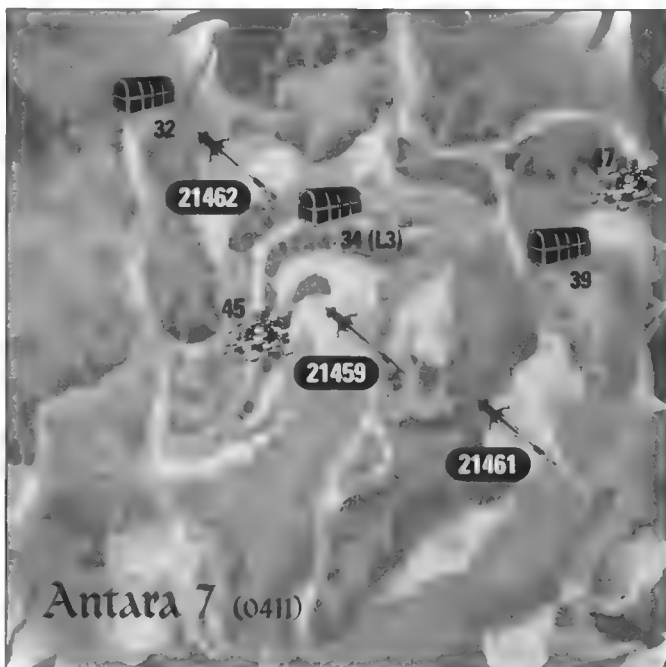
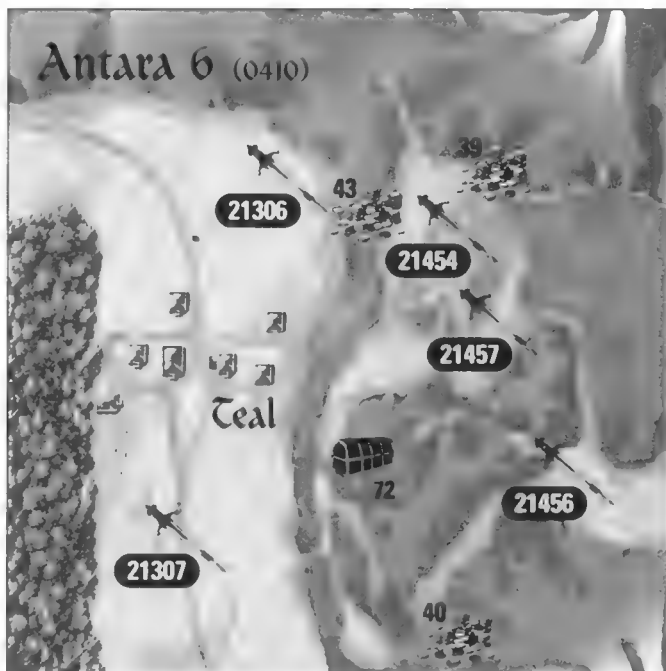


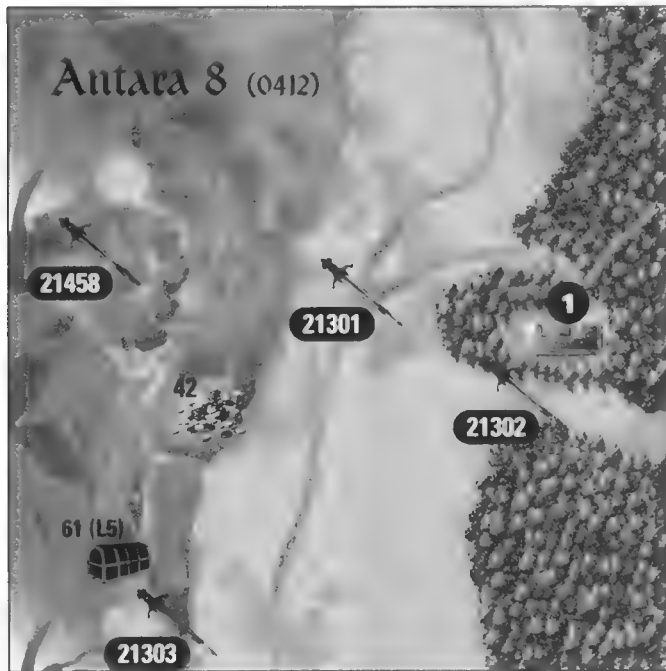
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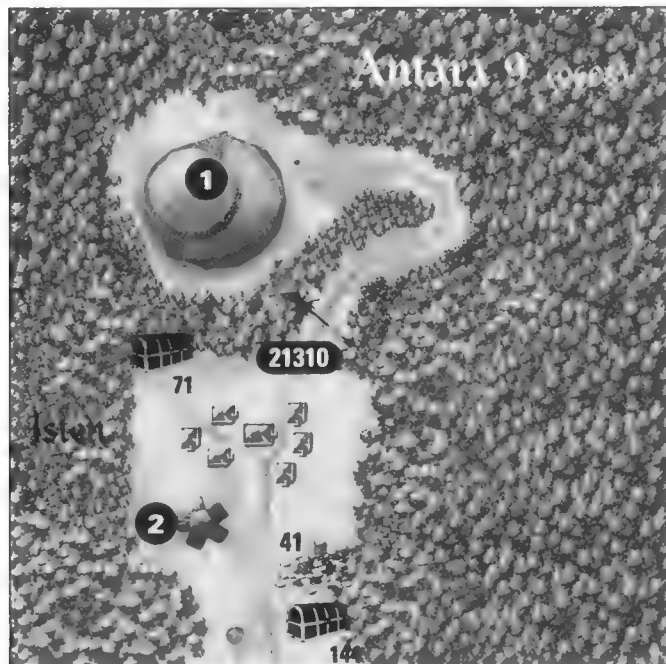
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1 Temple of Kor



1 Amphitheater

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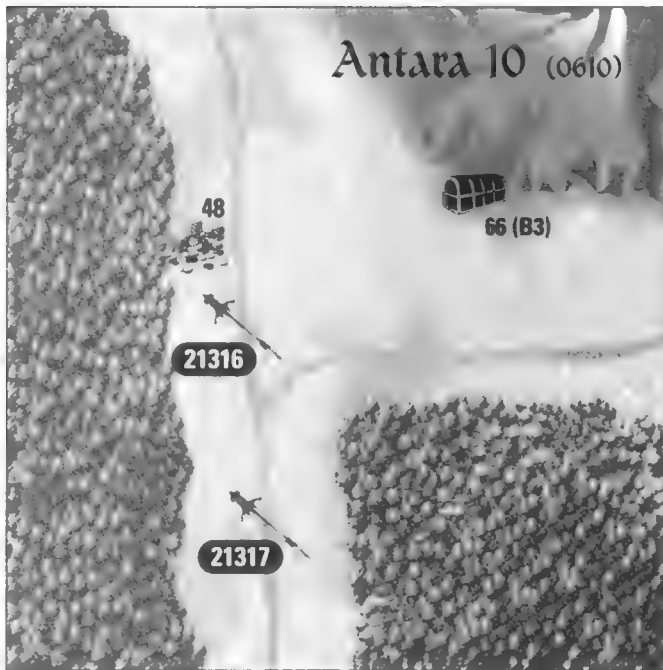


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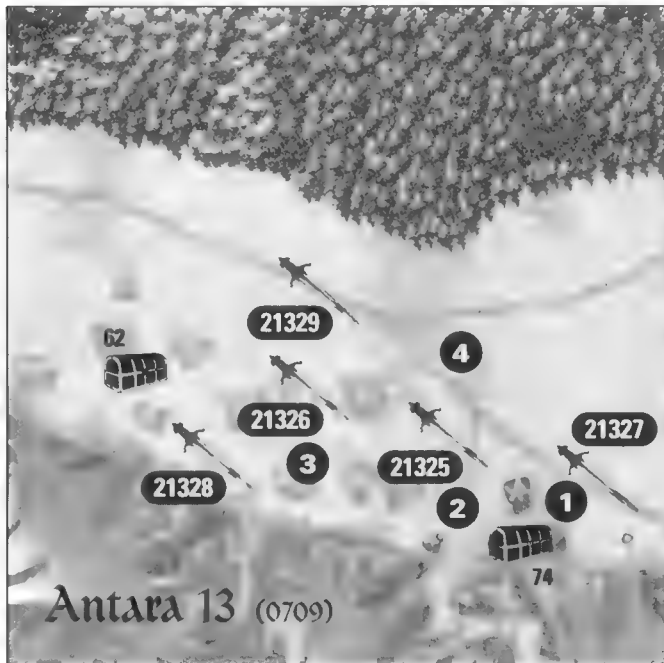
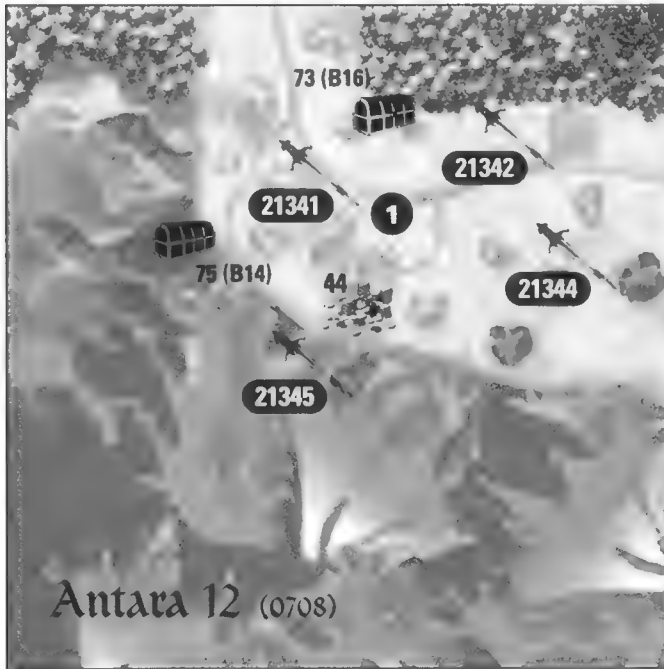
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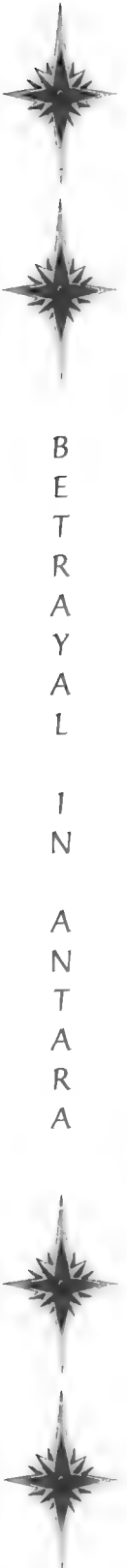


Atlas of Ramar



1 Corpse with Note

1, 2, and 3
Mercenary Groups
(also Combats)
4 William, Aren, and
consort



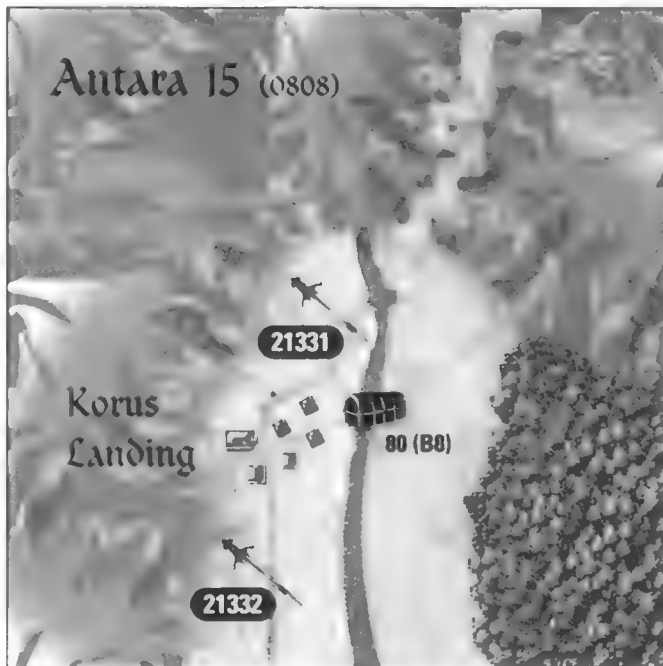
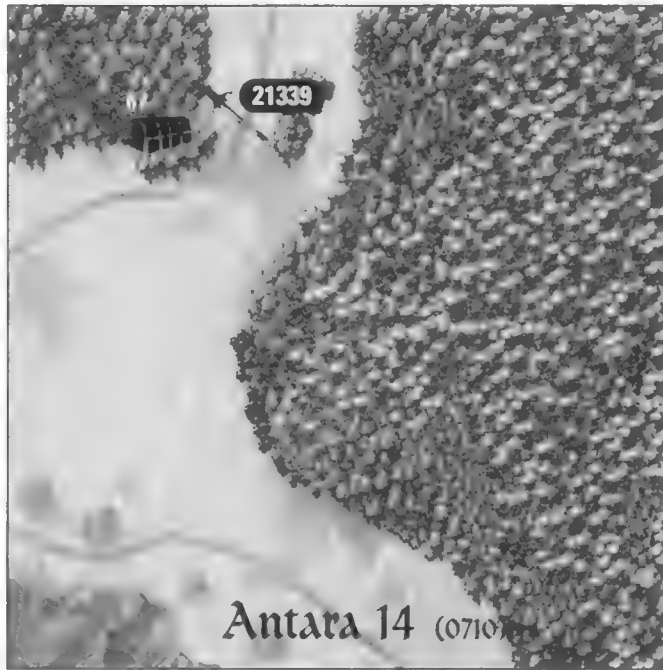
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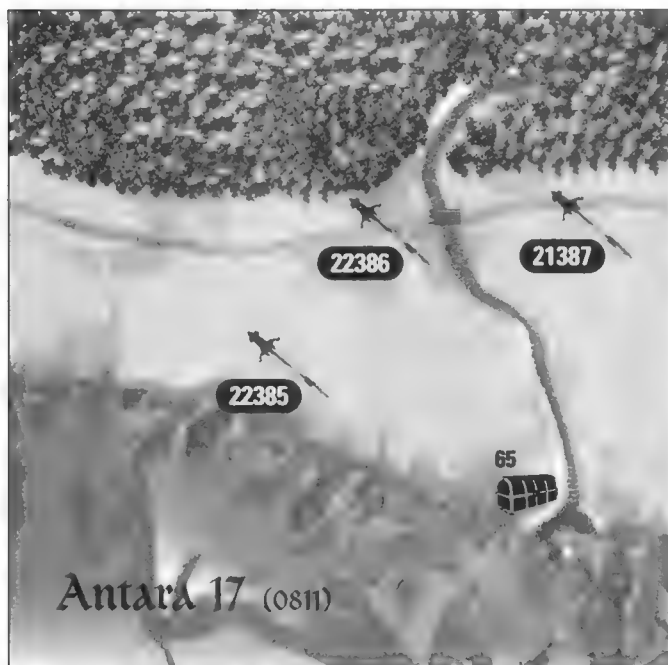
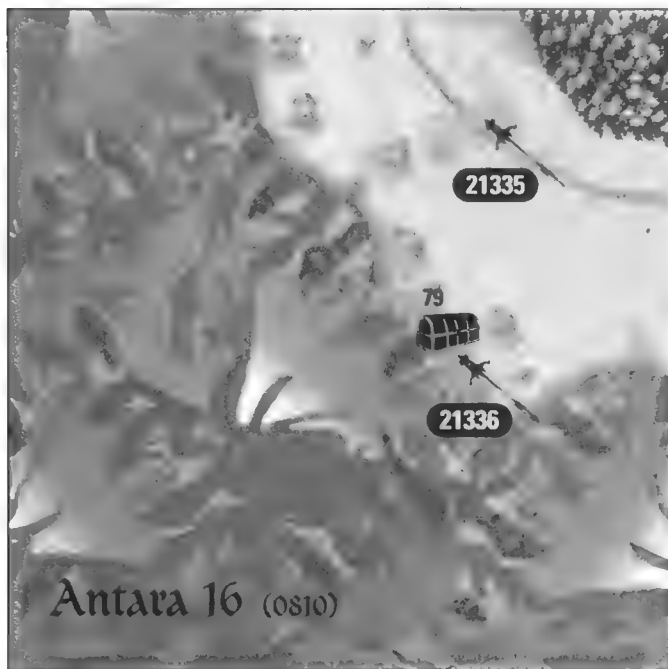


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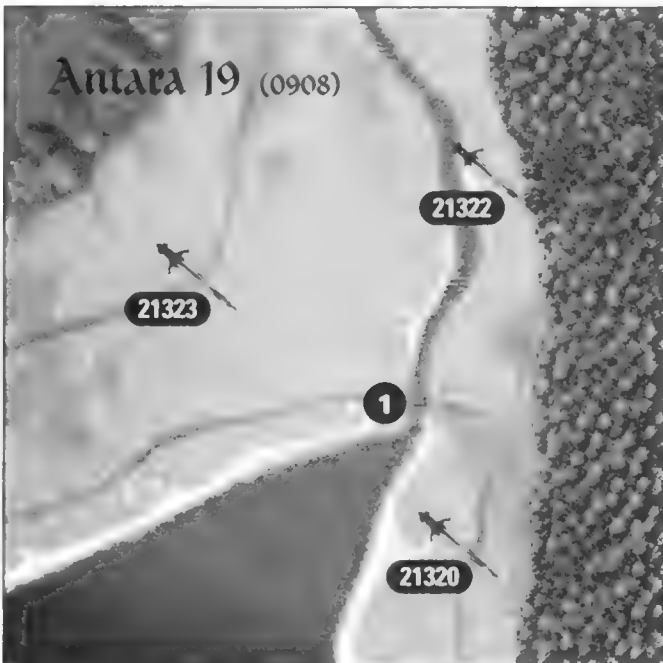
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1 Clicking on door
takes party into
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Chapter 7



1 Bridge guarded by
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Chuno Province



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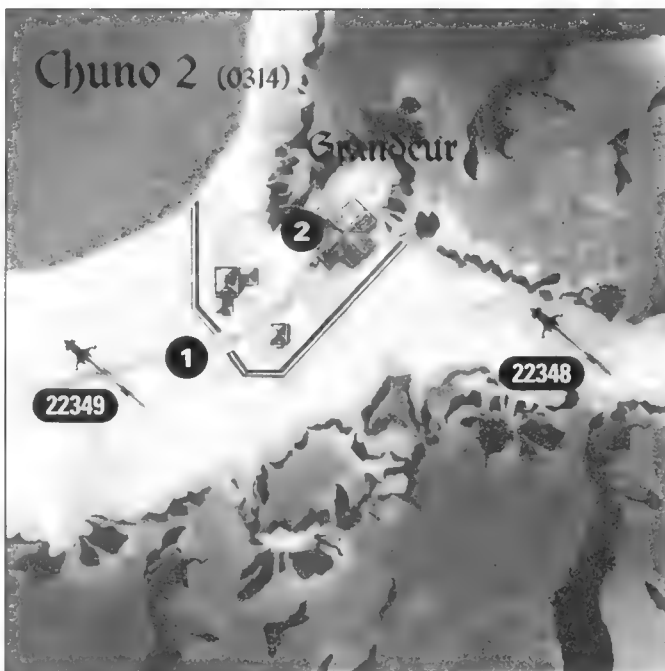


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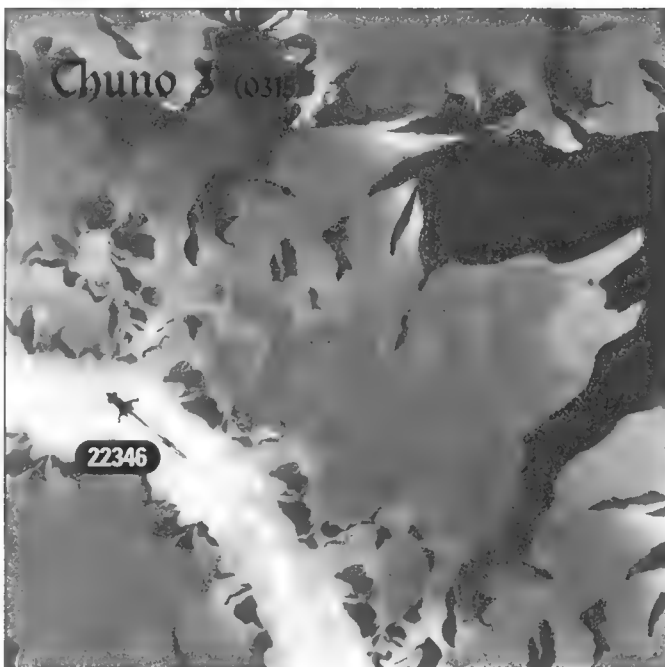
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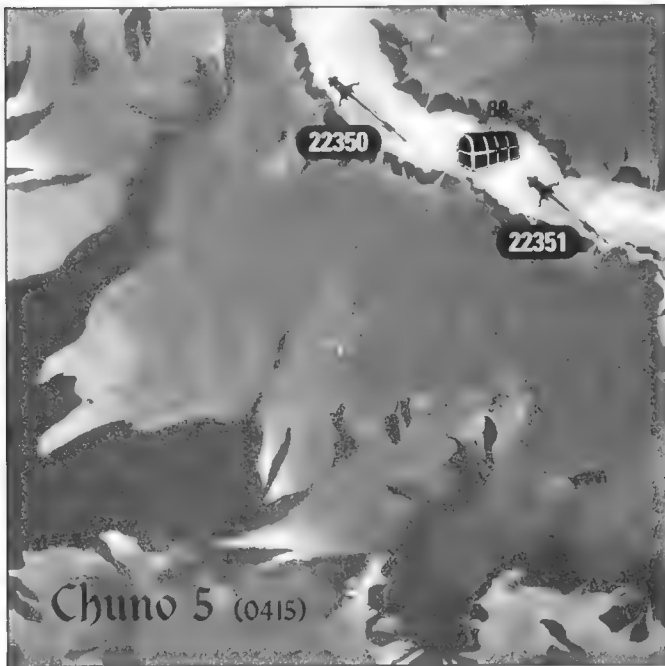
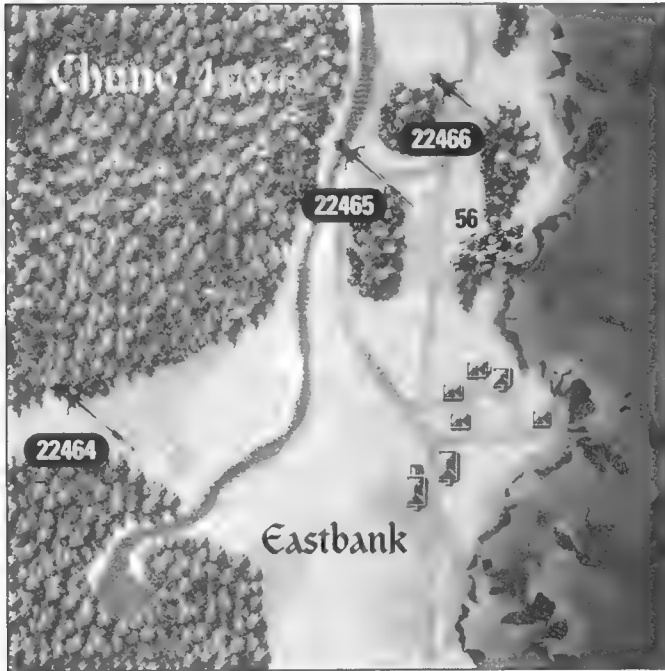
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- 1 Naku
- 2 Temple of Senaedrin

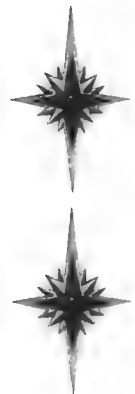




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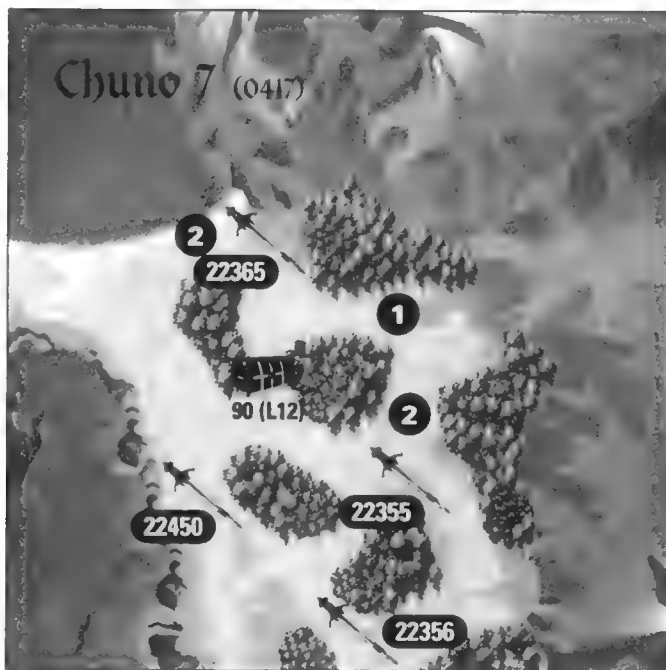
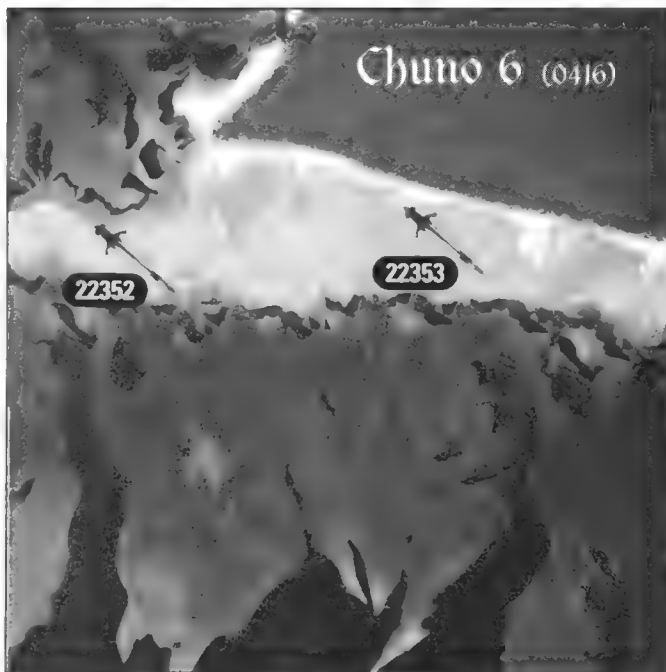
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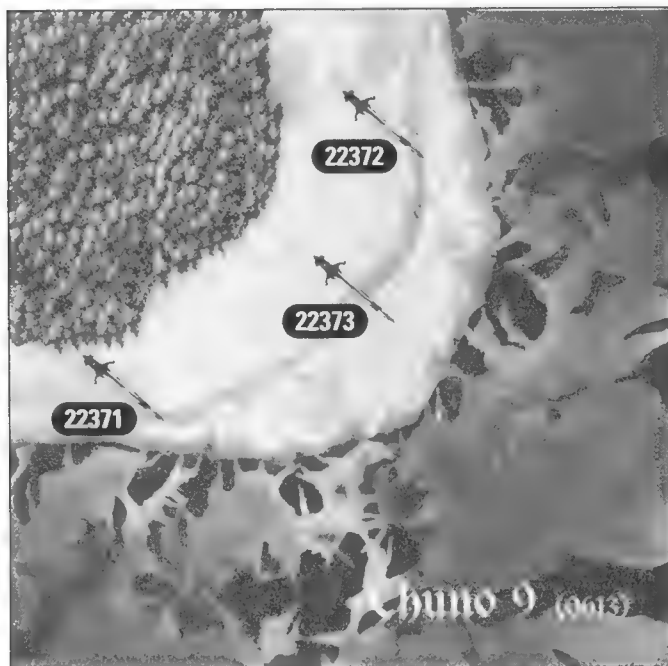
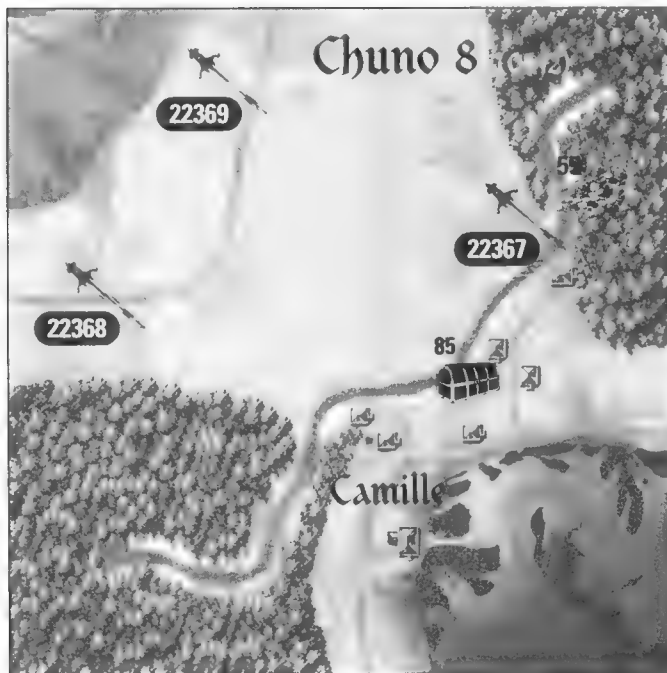
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- 1 Entrance to Garvin's Workshop
- 2 Wraiths (2 locations)



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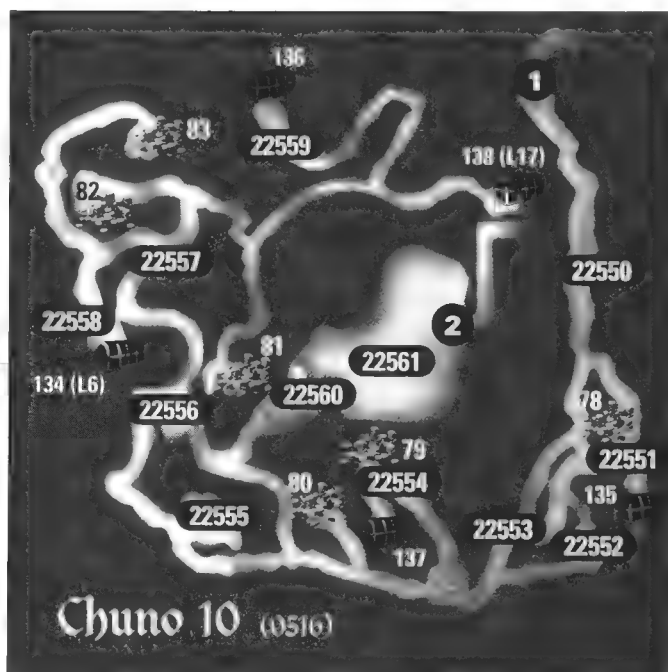


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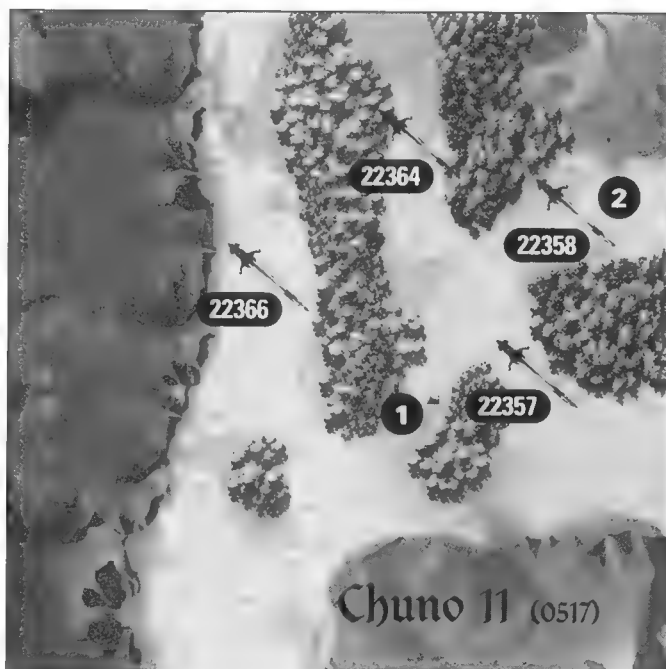


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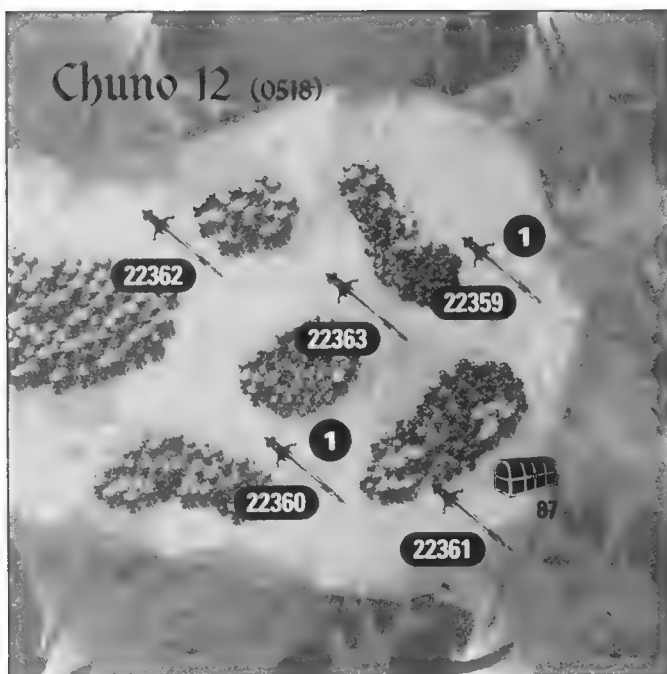


- 1 Starting location in Waste
- 2 Entrance to Bryce's Workshop

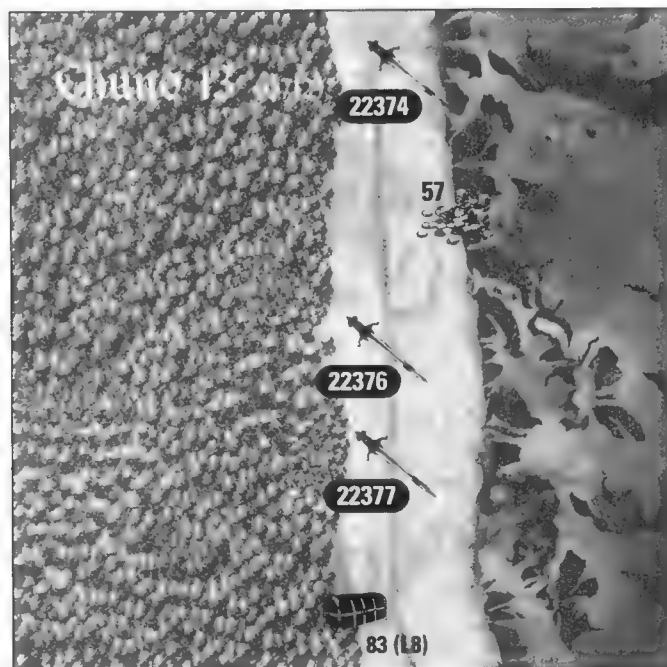


- 1 Start location for Chapter 7
- 2 Wraith

Atlas of Ramar



1 Wraiths
(2 locations)



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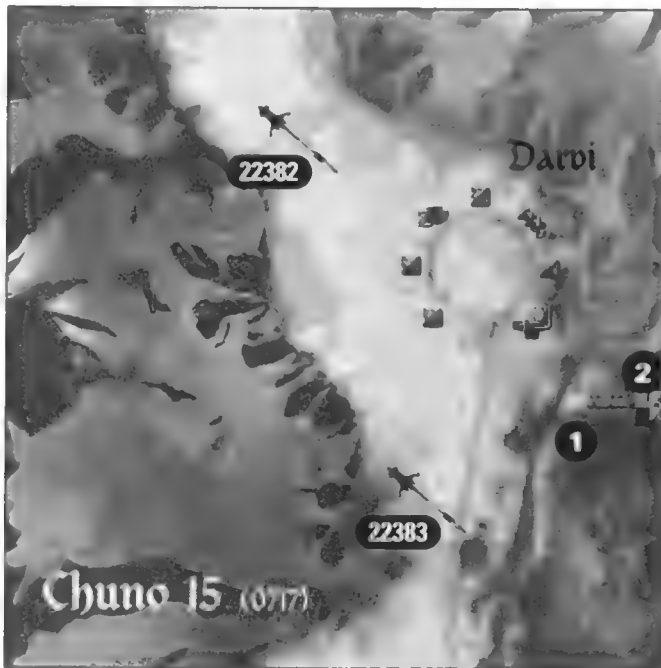
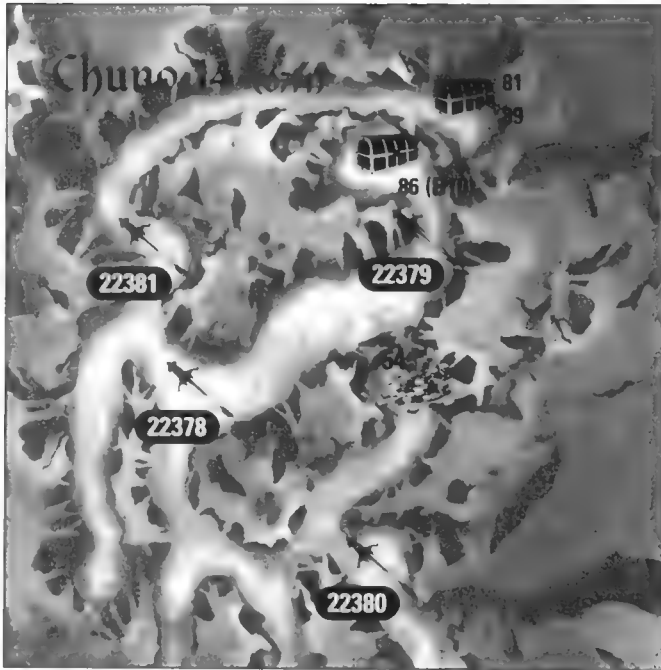
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PART SEVEN

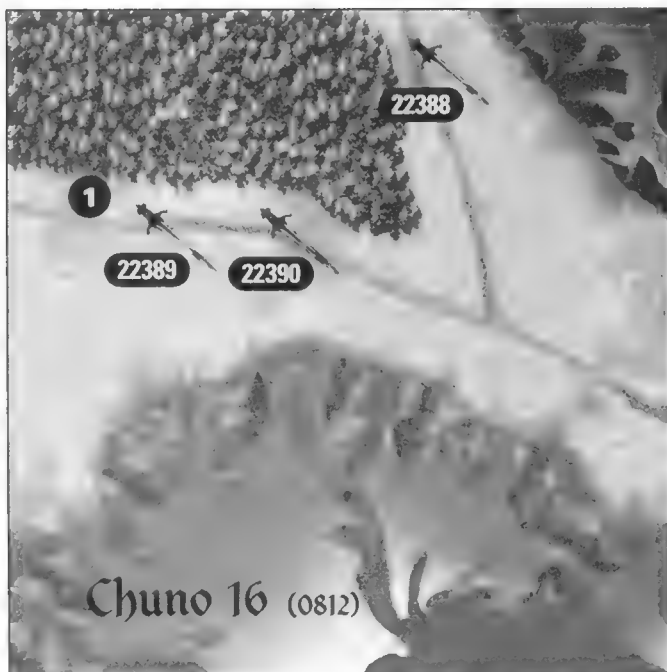


BETRAYAL IN ANTARA



- 1 Mercenaries
- 2 Cabin

Atlas of Ramar



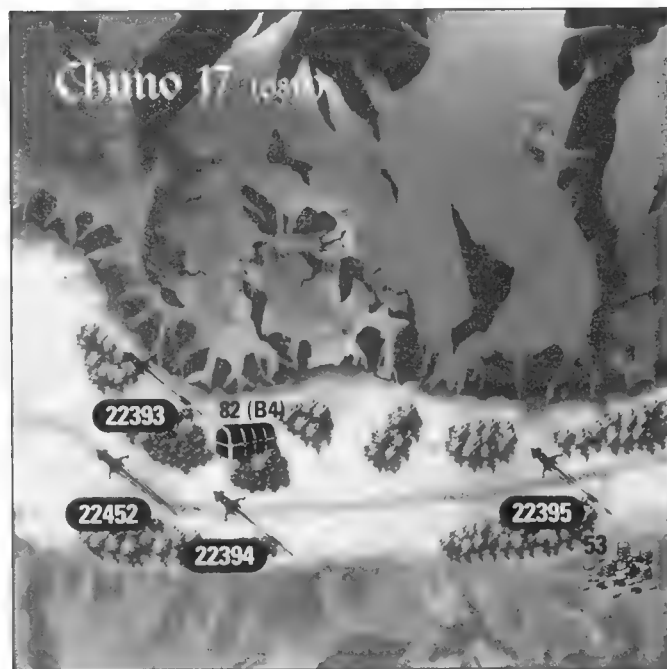
1 Party's Chapter 5
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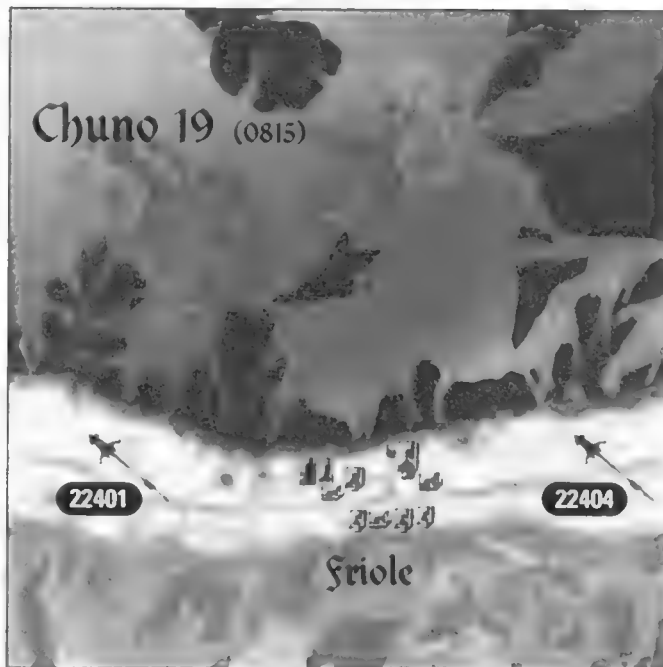
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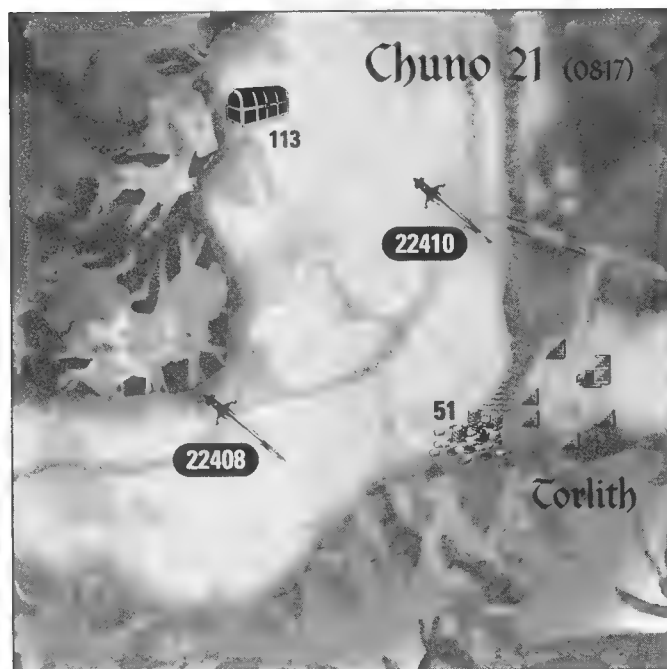
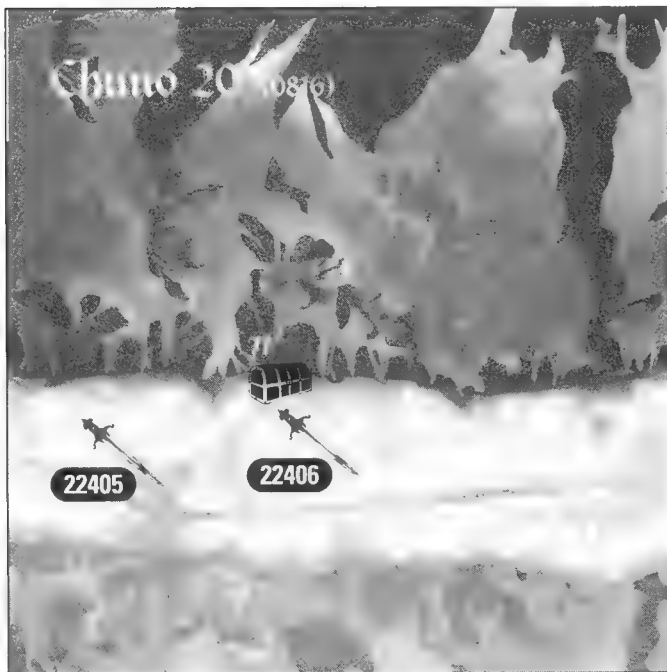
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PART SEVEN

1 Chapel of Henne





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Ghan Province

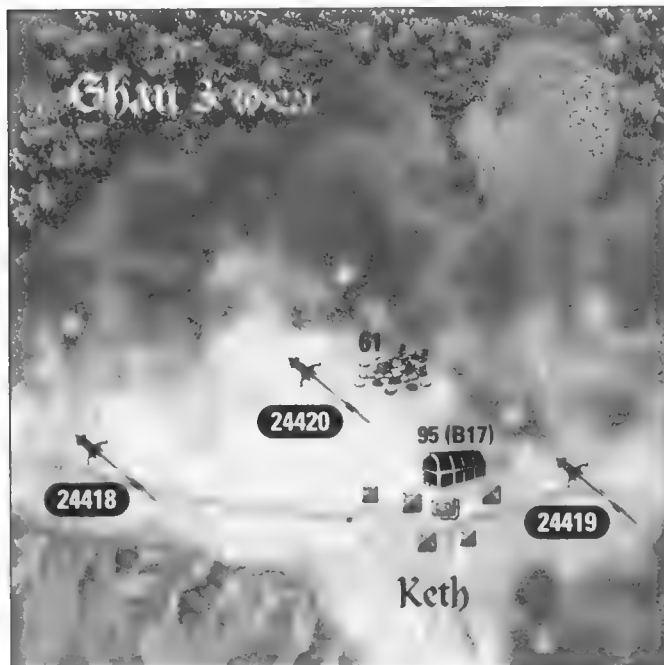
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- 1 Exit from Shepherd Caves
- 2 Temple of Kor



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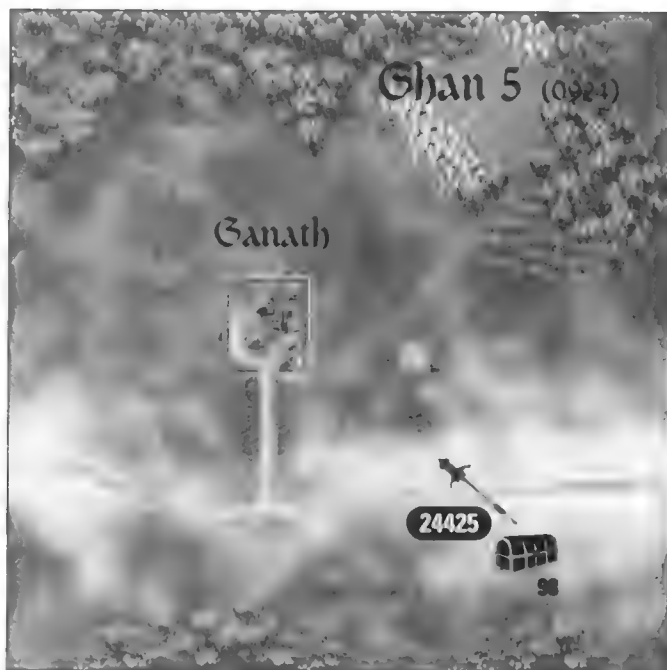


PART SEVEN

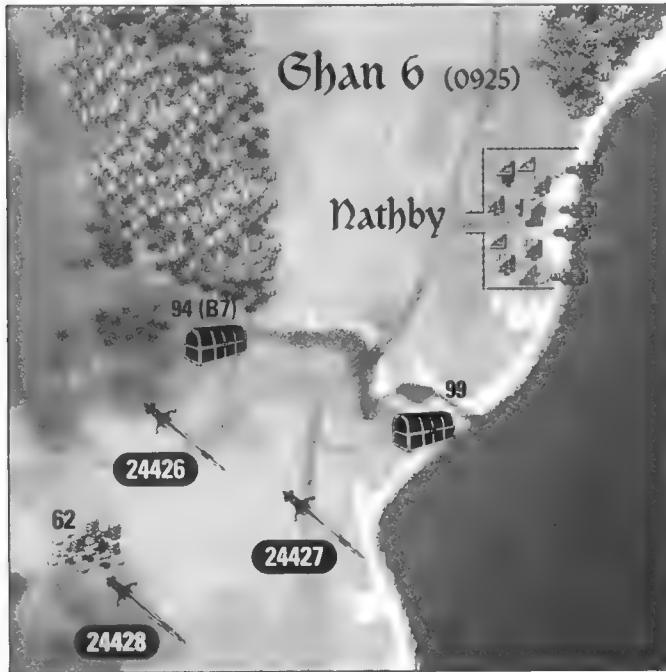
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Atlas of Ramar



- 1 Lokath
- 2 Mercenary Camp and Kahleth

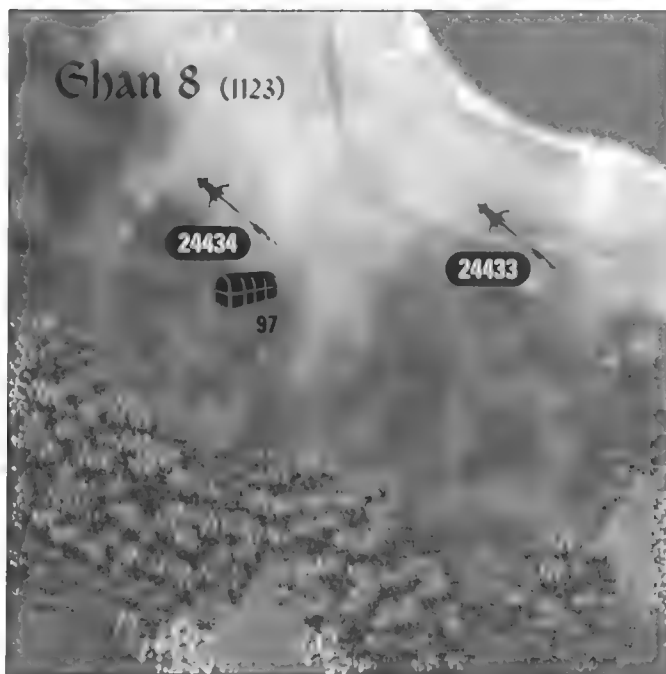


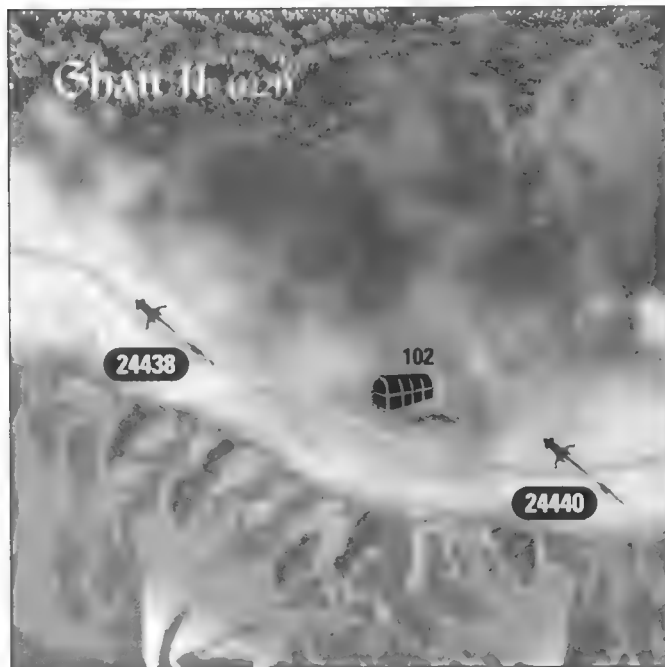
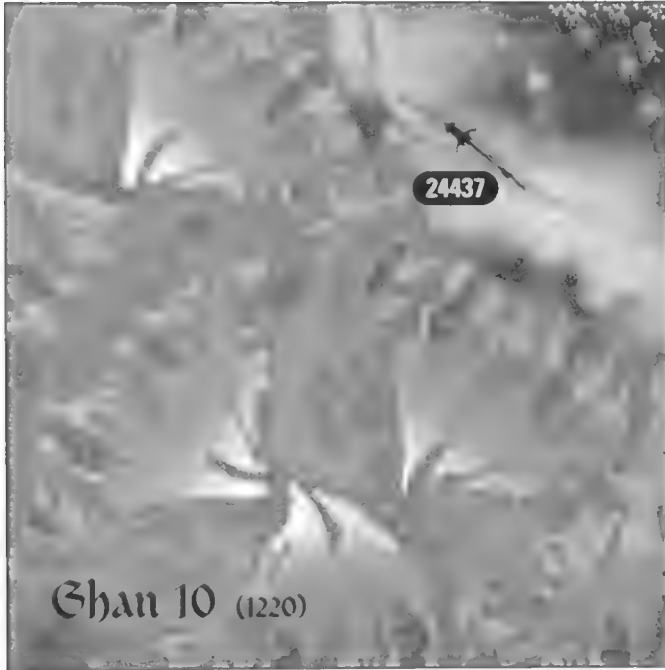
PART SEVEN



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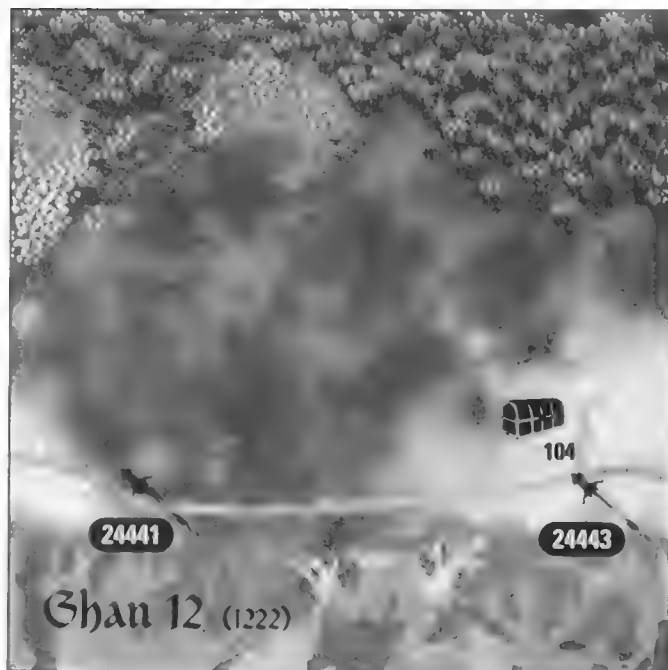


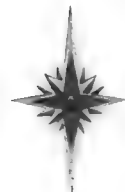
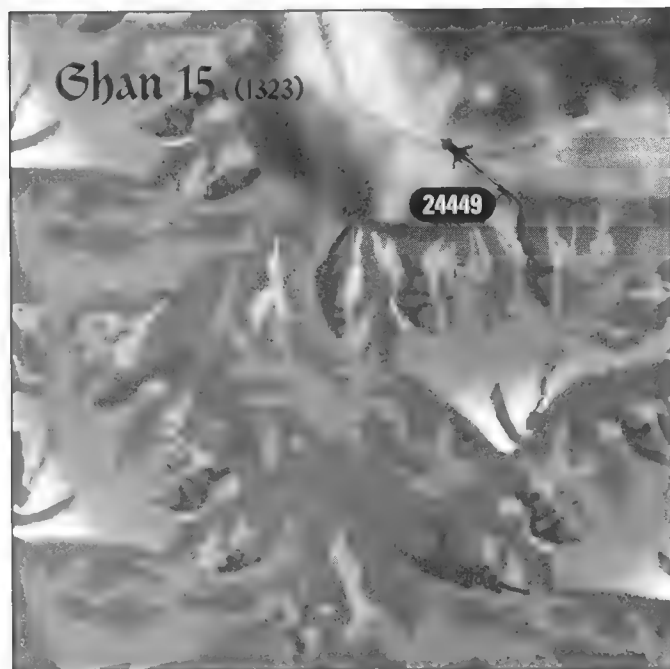
PART SEVEN



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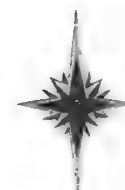




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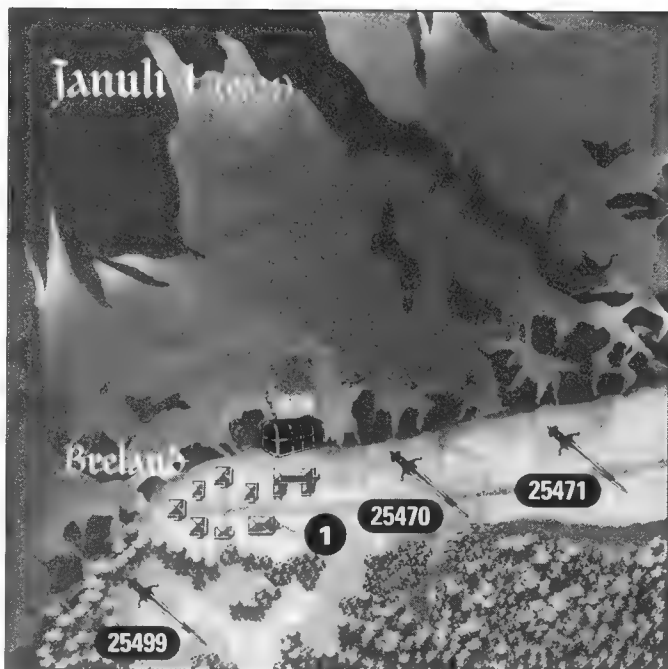


Januli Province

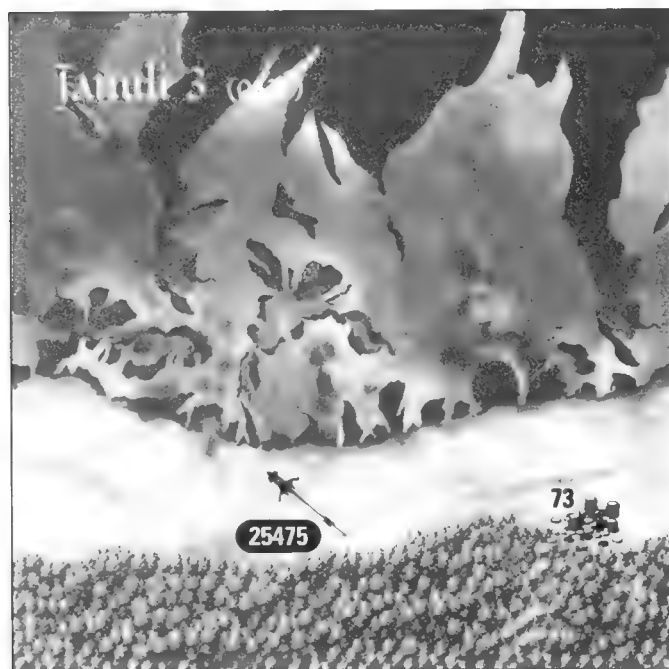
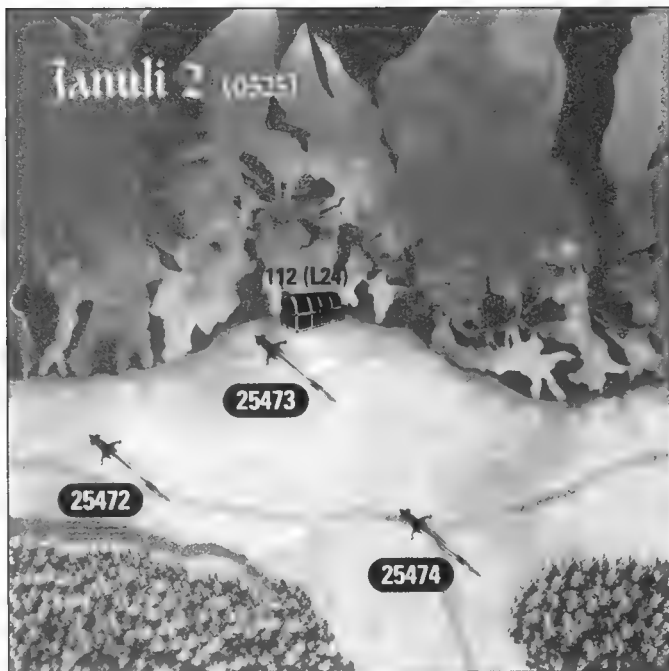
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1 Start position for
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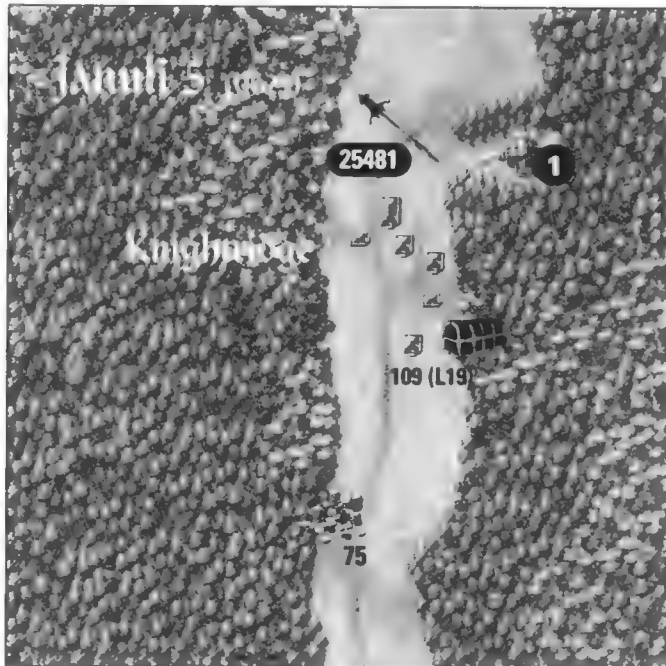


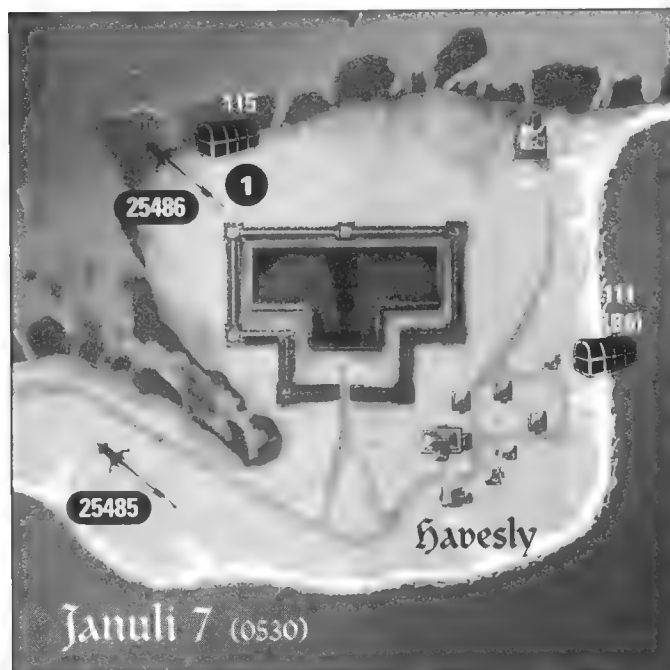
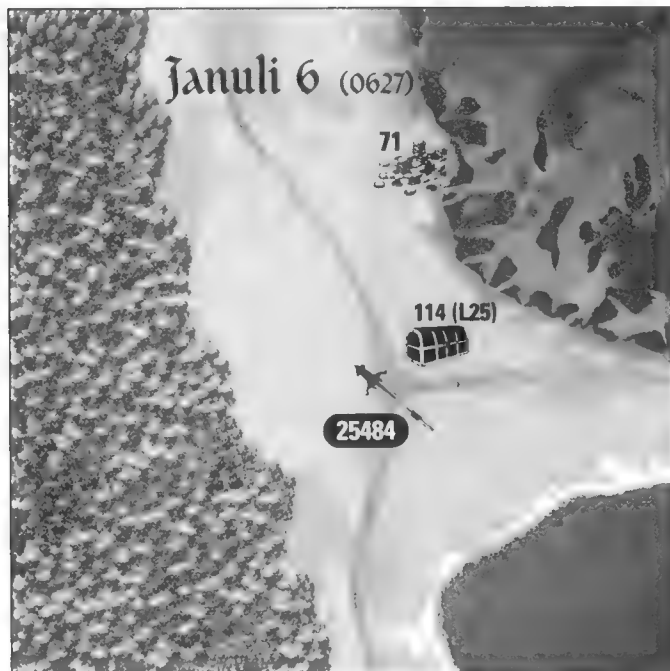
PART SEVEN

1 Temple of Kor



1 Temple of Senaedrin





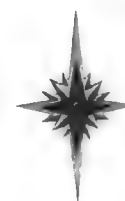
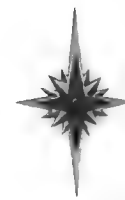
1 Entrance to Caves
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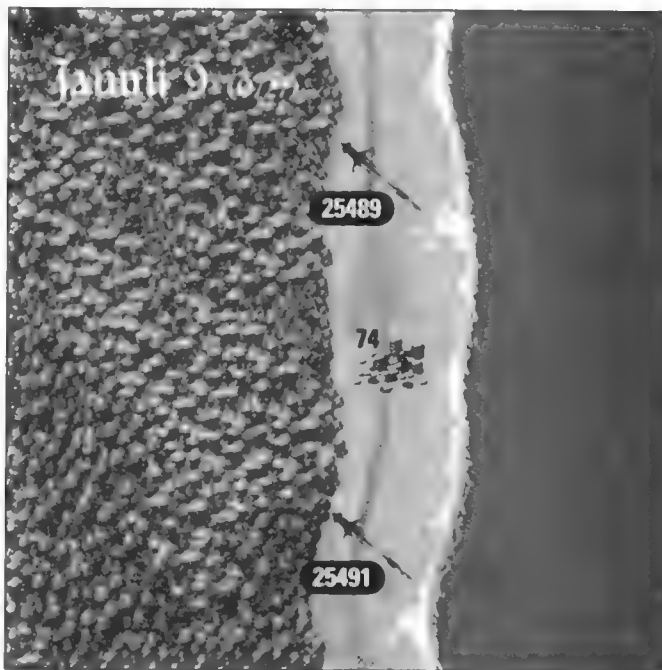
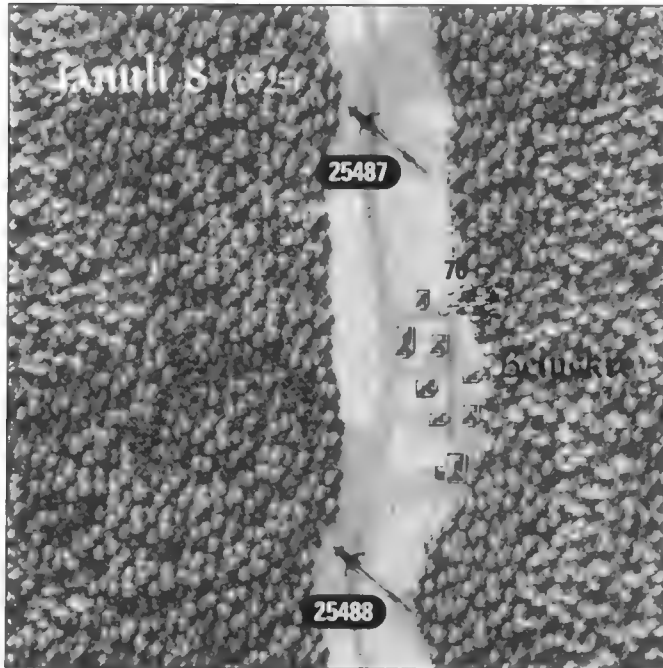
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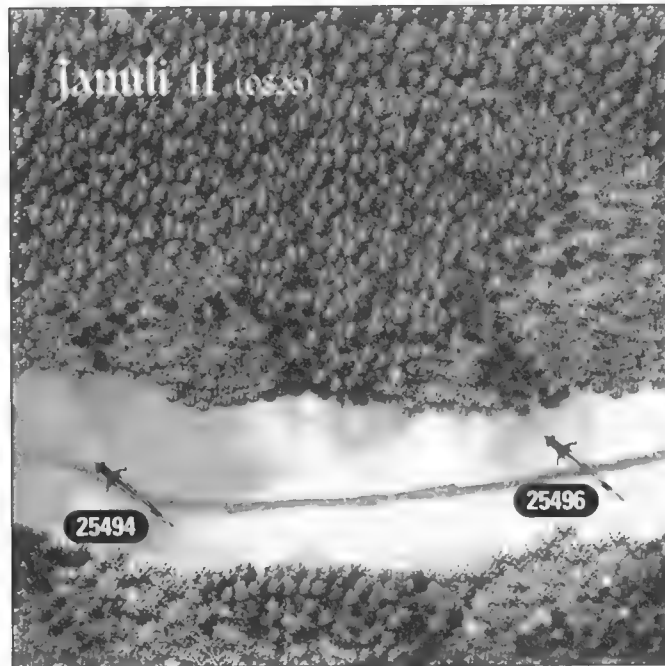
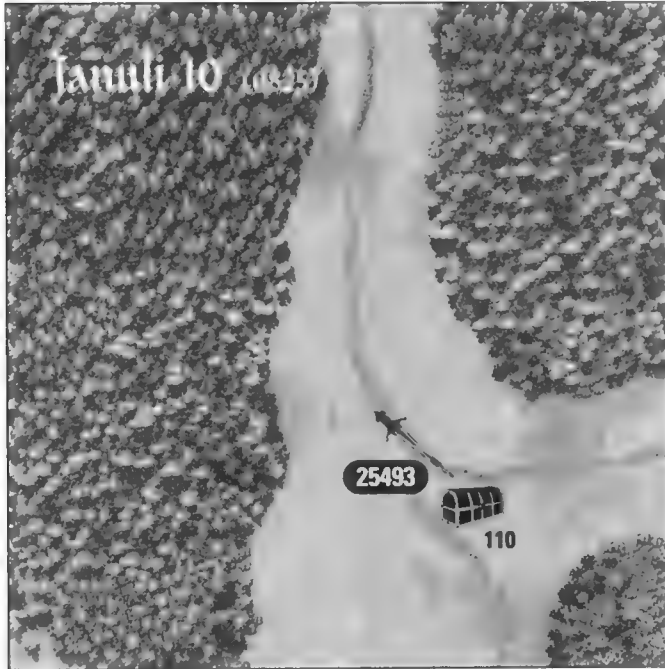




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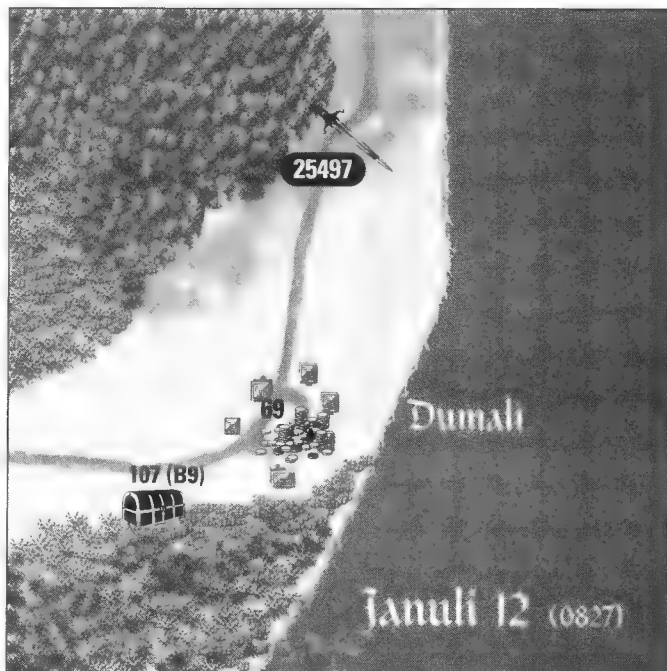
PART SEVEN



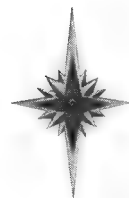
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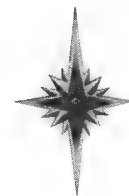
Miscellaneous Maps



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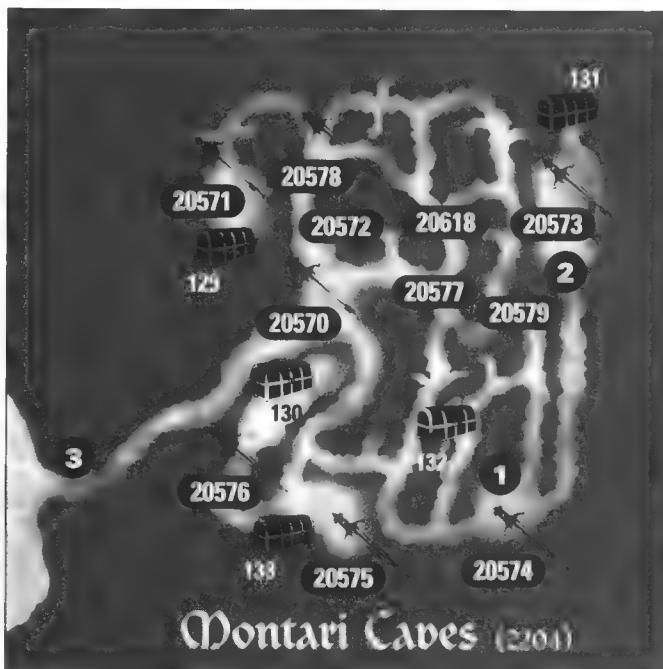
- 1 Mickel
- 2 Entrance

PART SEVEN

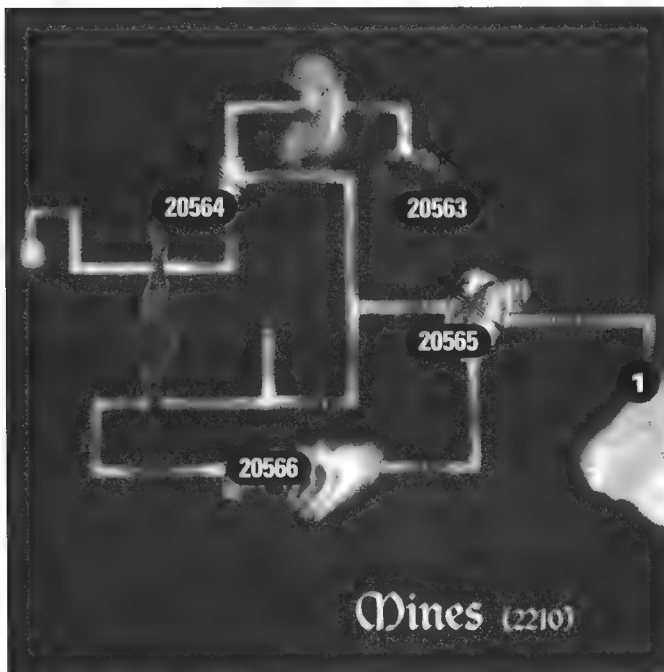
1 Entrance



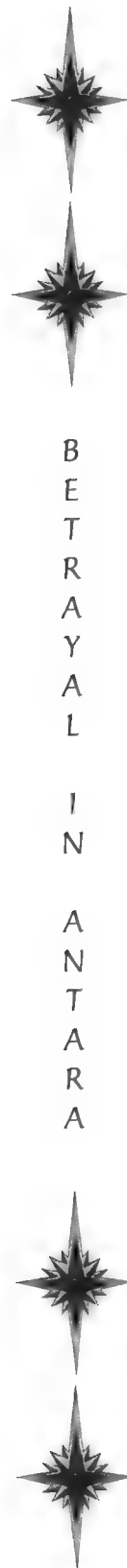
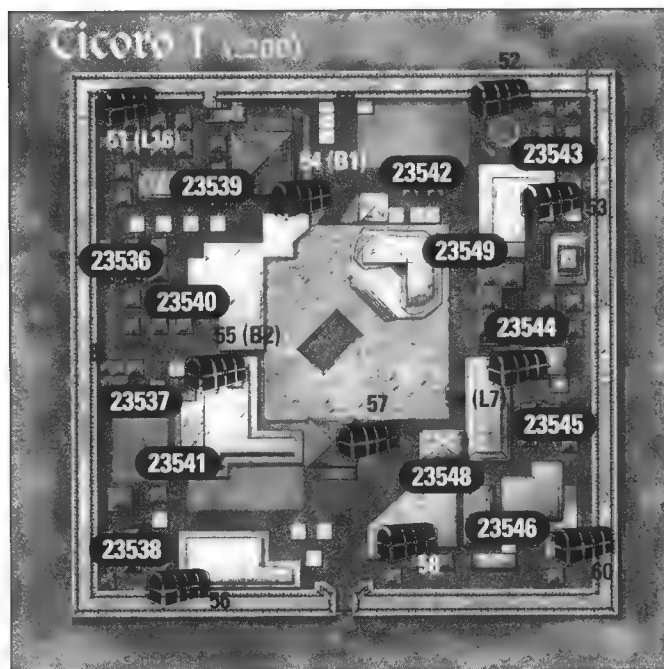
1 Chee
2 Water Supply
3 Entrance



Atlas of Ramar



1 Entrance



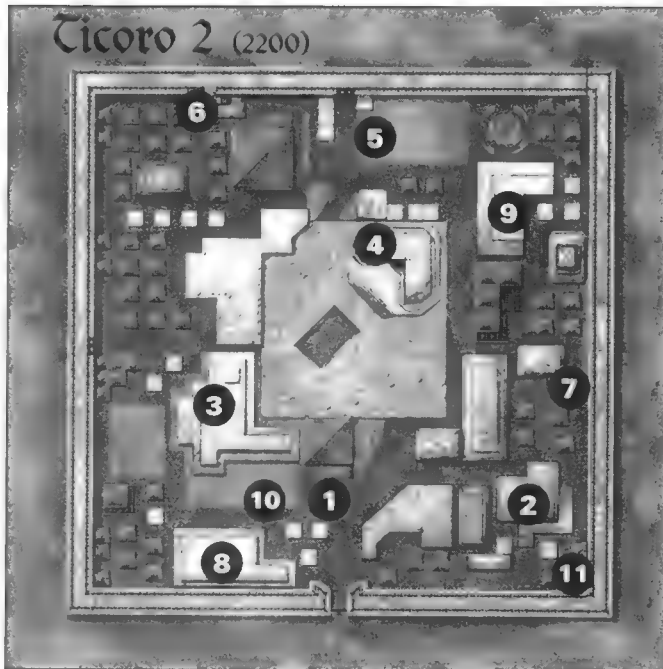
PART SEVEN



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- 1 Chapter 3 start location
- 2 Henne's Shadow Inn
- 3 Caverton's Palace
- 4 Tabernacle of Henne
- 5 Gatehouse
- 6 Western Rampart Gate
- 7 Keys & Bolts
- 8 The Green and the White
- 9 Knight's Promise Inn
- 10 Raal
- 11 Torrance



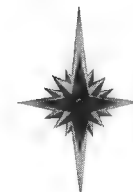
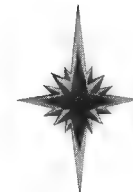
- 1 Garvin
- 2 Entrance



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PART SEVEN

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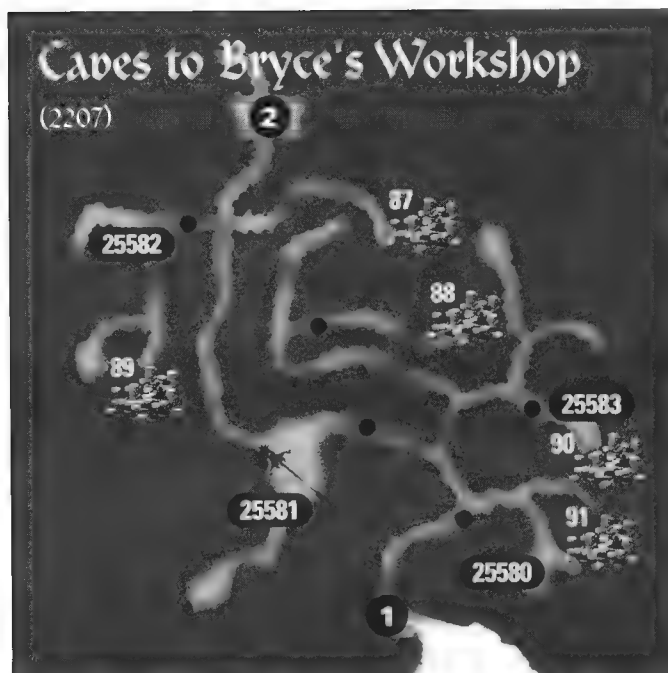
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- 1 Selana's Room
- 2 Stairs to 1st floor
(2 locations)



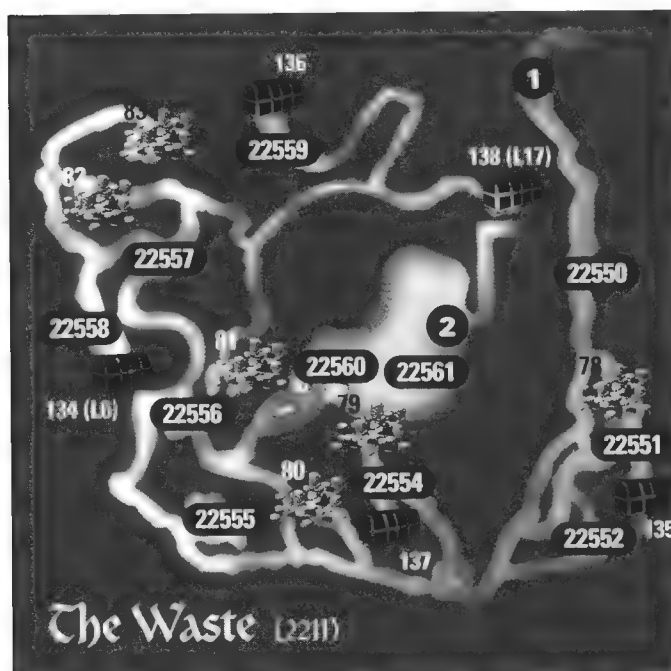
- 1 Stairs to Castle's
Main Floor
- 2 Entrance to Caves
- 3 Sheffield &
Petrov's Duel



1 Entrance

2 Old Lair

● Pit



1 Starting location
in Waste

2 Entrance to
Bryce's Workshop

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- 1 Entrance
- 2 Bryce and the Sheffields
- 3 Workroom
- Pit

Tables

The following tables show you where important characters, items, and buildings can be found. The Combats, Chests, and Caches tables list items that are marked on atlas maps, while the Shops and Taverns & Inns tables refer you to the appropriate towns—but these establishments aren't marked on the maps.

COMBATS

This table is a list of combats your party might encounter.

The numbers in the far-left column are used to identify combats on atlas maps, the Chapters column tells you which chapters a particular combat will appear in, the Maps column tells you what maps each combat appears in, and the remaining columns simply list the enemies your party will face.

Note that some enemies appear only in certain chapters, so occasionally you'll find that there's no combat to be had, even though this table (and the atlas maps) say there should be enemies in a given spot.

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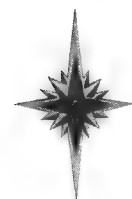
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PART SEVEN

TABLE 7-1 Combats

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
20001	1	1324	Bandit 1	Bandit 1
20002	1	1324	Carlith	Carlith
20003	1	1424	Carlith	Carlith
20004	1	1423	Bandit 1	Bandit 1
20006	1	1523	Carlith	Carlith
20008	1	1722	Pirate 1	Pirate 1
20009	1	1721	Pirate 1	Pirate 1 mage
20010	1	1821	Pirate 1	Pirate 2
20012	1	1921	Carlith	Carlith
20015	1	1921	Pirate 1	Pirate 2
20016	1	2021	Pirate 2	Pirate 1 mage
20018	1	2020	Field worm	Field worm
20019	1	2020	Pirate 2 mage	Pirate 1
20022	1	1919	Pirate 1 mage	Pirate 2 mage
20023	1	1819	Pirate 1	Pirate 2
20024	1	1819	Black Montari 1	Black Montari 1
20026	1	1818	Black Montari 1	Black Montari Leader
20028	1	1818	Black Montari mage	Black Montari 1
20029	2	1818	Black Montari 1	Black Montari 1
20030	1	1818	Black Montari 1	Black Montari 1
20031	1	1817	Black Montari 1	Black Montari Leader
20033	1	1817	Black Montari 1	Black Montari 1
20034	1	1817	Pirate 1	Pirate 1
20035	1	1817	Field worm	Field worm
20036	1	1717	Black Montari 1	Black Montari 1
20037	1	1717	Black Montari mage	Black Montari 1
20038	1	1717	Black Montari 1	Black Montari 1
20039	1	1717	Black Montari 1	Black Montari Leader
20040	1	1617	Black Montari mage	Black Montari 1
20042	1	1617	Black Montari mage	Black Montari 1
20043	1	1617	Field worm	Field worm
20044	1	1517	Black Montari 1	Black Montari 1
20047	1	1518	Black Montari 1	Black Montari 1
20050	1	1518	Black Montari 1	Black Montari Leader
20053	1	1715	Field worm	Field worm

Atlas of Ramar



ENEMY 3

ENEMY 4

ENEMY 5

Bandit 1

Carlith

Carlith

Bandit 1

—

Pirate 1

Pirate 2

Pirate 1

Carlith

Pirate 2

Pirate 1

Field worm

Pirate 2

Pirate 2

Pirate 1

Black Montari 1

Black Montari 1

Black Montari Leader

Black Montari Leader

Black Montari mage

Black Montari Leader

Black Montari Leader

Pirate 2

Field worm

Black Montari 1

Black Montari 1

Black Montari 1

Black Montari 1

Black Montari Leader

Black Montari 1

Field worm

Black Montari 1

Black Montari Leader

Black Montari 1

Field worm

Bandit 1

Carlith

—

—

—

Pirate 1

Pirate 2

Pirate 2

Carlith

Pirate 2 mage

Pirate 2

Field worm

Pirate 2 mage

Pirate 1 mage

Pirate 2

Black Montari 1

Black Montari 1

Black Montari Leader

Black Montari 1

Black Montari 1

Black Montari 1

Black Montari 1

Pirate 2 mage

Field worm

Black Montari Leader

Black Montari Leader

Black Montari 1

Black Montari Leader

Black Montari 1

Black Montari 1

Field worm

Black Montari 1

Black Montari Leader

Black Montari Leader

Field worm

Bandit 1

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Pirate 2 mage

Pirate 2

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Black Montari 1

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Black Montari Leader

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Black Montari mage

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Black Montari Leader

Black Montari mage

Black Montari Leader

Field worm

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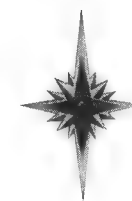
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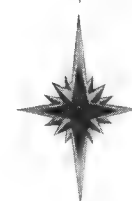
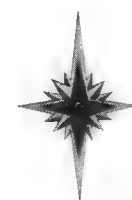
PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
20054	1	1715	Black Montari mage	Black Montari 1
20055	1	1615	Black Montari mage	Black Montari Leader
20056	1	1615	Black Montari 1	Black Montari mage
20058	1	1615	Black Montari 1	Black Montari Leader
20059	1	1515	Field worm	Field worm
20060	1	1515	Black Montari 1	Black Montari 1
20061	1	1515	Black Montari 1	Black Montari Leader
20064	1	1516	Field worm	Field worm
20065	1	1516	Black Montari Leader	Black Montari Leader
20066	1	1415	Bandit 1	Bandit 1
20068	1	1415	Bandit 1	Bandit 1
20069	1	1315	Bandit 1	Bandit 1
20070	1	1315	Bandit 1	Bandit 1
20071	1	1315	Field worm	Field worm
20072	1	1316	Bandit 1	Bandit 1
20073	1	1316	Bandit 1	Bandit 1
20077	1	1716	Black Montari mage	Black Montari Leader
20079	1	1716	Black Montari 1	Black Montari 1
20081	1	1214	Bandit 1	Bandit 1
20083	1	1213	Bandit 1	Bandit 1
20084	1	1212	Field worm	Field worm
20087	1	1216	Bandit 1	Bandit 1
20088	1	1217	Field worm	Field worm
20090	1	1317	Bandit 1	Bandit 1
20091	1	1317	Bandit 1	Bandit 1
20092	1	1317	Bandit 1	Bandit 1
20094	1	1317	Bandit 1	Bandit 1
20096	1	1318	Bandit 1	Bandit 1
20097	1	1417	Carlith	Carlith
20098	1	1417	Carlith	Carlith
20099	1	1417	Field worm	Field worm
20101	1	1418	Bandit 1	Bandit 1
20102	1	1418	Black Montari mage	Black Montari Leader
20104	1	1419	Carlith	Carlith
20105	1	1420	Field worm	Field worm

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PART SEVEN

TABLE 7-1 Combats (*continued*)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
20106	1	1420	Bandit 1	Bandit 1
20107	1	1421	Carlith	Carlith
20109	1	1521	Bandit 1	Bandit 1
20110	1	1622	Pirate 1	Pirate 2
20111	1	1622	Pirate 1	Pirate 1
20112	1	1920	Black Montari 1	Black Montari 1
20113	1	1920	Black Montari Leader	Black Montari mage
20115	1	1920	Pirate 1	Pirate 1
20199	1	1522	Bandit 1	Bandit 1
20202	1	1522	Bandit 1	Bandit 1
20203	6	1212	Bandit 3 (archer)	Bandit 2
20204	6	1213	Bandit 2	Bandit 2
20205	6	1216	Bandit 2	Bandit 3 (archer)
20206	6	1217	Bandit 2	Bandit 2
20207	2	1314	Field worm	Field worm
20208	6	1315	Field worm 2	Field worm 2
20209	2	1315	Bandit 1	Bandit 1
20210	2	1316	Field worm	Field worm
20211	6	1316	Field worm 2	Field worm 2
20212	6	1317	Bandit 2	Bandit 2
20213	6	1317	Bandit 3 (archer)	Bandit 2
20214	6	1318	Bandit 3 (archer)	Bandit 2
20215	2	1318	Field worm	Field worm
20216	6	1324	Pirate 5 (archer)	Pirate 5 (archer)
20217	6	1324	Pirate 5 (archer)	Pirate 5 (archer)
20218	2	1415	Field worm	Field worm
20219	6	1415	Bandit 2	Bandit 2
20220	6	1417	Field worm 2	Field worm 2
20221	2	1417	Field worm	Field worm
20222	6	1418	Mercenary 2	Mercenary 2
20223	2	1418	Bandit 1	Bandit 1
20224	2	1419	Maslith	Maslith
20225	6	1419	Mercenary 2	Mercenary 2
20227	6	1420	Pirate 5 (archer)	Pirate 5 (archer)
20230	6	1523	Pirate 5 (archer)	Pirate 5 (archer)

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ENEMY 3

Bandit 1
 Carlith
 Bandit 1
 Pirate 2 mage
 Pirate 2
 Black Montari 1
 Black Montari Leader
 Pirate 2
 Bandit 1
 Bandit 1
 Bandit 3 (archer)
 Bandit 3 (archer)
 Bandit 3 (archer)
 Bandit 3 (archer)
 Field worm
 Field worm 2
 Bandit 1
 Field worm
 Field worm 2
 Bandit 3 (archer)
 Bandit 2
 Bandit 2
 Field worm
 Pirate 5 (archer)
 Pirate 5 (archer)
 Field worm
 Bandit 3 (archer)
 Field worm 2
 Field worm
 Mercenary 2
 Bandit 1
 Maslith
 Mercenary archer 2
 Pirate 5 (archer)
 Pirate 5 (archer)

ENEMY 4

Bandit 1
 Carlith
 Bandit 1
 Pirate 1
 Pirate 2
 Black Montari Leader
 Black Montari 1
 Pirate 1 mage
 Bandit 1
 Bandit 1
 Bandit 2
 Bandit 2
 Bandit 2
 Bandit 2
 Field worm
 Field worm 2
 Bandit 1
 Field worm
 Field worm 2
 Bandit 3 (archer)
 Bandit 3 (archer)
 Bandit 3 (archer)
 Field worm
 Pirate 5 (archer)
 Pirate 2 mage
 Field worm
 Bandit 2
 Field worm 2
 Field worm
 Mercenary mage 2
 Bandit 1
 Maslith
 Mercenary archer 2
 Pirate 5 (archer)
 Pirate 5 (archer)

ENEMY 5

Bandit 1
 —
 Bandit 1
 —
 —
 —
 —
 —
 —
 —
 —
 Field worm
 Field worm 2
 Bandit 1
 Field worm
 Field worm 2
 Bandit 3 (archer)
 Bandit 2
 Bandit 2
 —
 —
 Pirate 2 mage
 —
 —
 —
 —
 —
 —
 —
 —
 Maslith
 —
 —
 Pirate 5 (archer)

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PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
20231	6	1615	Field worm 2	Field worm 2
20232	6	1615	Bandit 2	Bandit 2
20234	2	1617	Field worm	Field worm
20235	6	1617	Pirate 5 (archer)	Pirate 5 (archer)
20237	6	1622	Carlith	Carlith
20238	6	1622	Pirate 5 (archer)	Pirate 5 (archer)
20240	2	1715	Bandit 1	Bandit 1
20241	6	1715	Pirate 5 (archer)	Pirate 5 (archer)
20242	6	1716	Pirate 5 (archer)	Pirate 5 (archer)
20243	2	1716	Field worm	Field worm
20244	2	1717	Field worm	Field worm
20245	6	1717	Pirate 5 (archer)	Pirate 5 (archer)
20246	6	1717	Pirate 5 (archer)	Pirate 5 (archer)
20247	6	1721	Pirate 5 (archer)	Pirate 5 (archer)
20250	6	1816	Pirate 5 (archer)	Pirate 5 (archer)
20252	6	1817	Pirate 5 (archer)	Pirate 5 (archer)
20253	6	1818	Pirate 5 (archer)	Pirate 5 (archer)
20255	6	1819	Pirate 5 (archer)	Pirate 5 (archer)
20256	6	1819	Pirate 5 (archer)	Pirate 5 (archer)
20257	2	1819	Pirate 1	Pirate 2
20258	6	1821	Bandit 2	Bandit 2
20259	2	1821	Carlith	Carlith
20260	6	1919	Field worm 2	Field worm 2
20261	2	1919	Field worm	Field worm
20262	6	1920	Pirate 5 (archer)	Pirate 5 (archer)
20263	6	1920	Field worm 2	Field worm 2
20264	2	1920	Pirate 1	Pirate 1
20265	6	1921	Pirate 5 (archer)	Pirate 2 mage
20266	2	1921	Pirate 1	Pirate 1
20267	2	1921	Carlith	Carlith
20268	6	1921	Maslith	Maslith
20269	6	1423	Pirate 5 (archer)	Pirate 5 (archer)
20271	6	1424	Pirate 5 (archer)	Pirate 5 (archer)
20272	6	1515	Field worm 2	Field worm 2
20273	2	1515	Field worm	Field worm

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ENEMY 3

Field worm 2
 Bandit 3 (archer)
 Field worm
 Pirate 5 (archer)
 Carlith
 Pirate 5 (archer)
 Bandit 1
 Pirate 5 (archer)
 Pirate 5 (archer)
 Field worm
 Field worm
 Pirate 5 (archer)
 Pirate 2 mage
 Pirate 2 mage
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 2 mage
 Pirate 2 mage
 Bandit 3 (archer)
 Carlith
 Field worm 2
 Field worm
 Pirate 2 mage
 Field worm 2
 Pirate 1
 Pirate 2 mage
 Pirate 2
 Carlith
 Maslith
 Pirate 5 (archer)
 Pirate 5 (archer)
 Field worm 2
 Field worm

ENEMY 4

Field worm 2
 Bandit 3 (archer)
 Field worm
 Pirate 5 (archer)
 Carlith
 Pirate 2 mage
 Bandit 1
 Pirate 5 (archer)
 Pirate 5 (archer)
 Field worm
 Field worm
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 1
 Bandit 2
 Carlith
 Field worm 2
 Field worm
 Pirate 5 (archer)
 Field worm 2
 Pirate 2
 Pirate 5 (archer)
 Pirate 2
 Carlith
 Maslith
 Pirate 5 (archer)
 Pirate 5 (archer)
 Field worm 2
 Field worm

ENEMY 5

Field worm 2
 Bandit 2
 —
 Pirate 5 (archer)
 Carlith
 Pirate 2 mage
 Bandit 1
 —
 —
 Field worm
 Field worm
 —
 Pirate 2 mage
 Pirate 2 mage
 —
 —
 Pirate 5 (archer)
 Pirate 5 (archer)
 Pirate 2 mage
 Pirate 2
 —
 —
 Field worm 2
 —
 Pirate 2 mage
 Field worm 2
 Pirate 2
 Pirate 2 mage
 Pirate 1 mage
 —
 —
 Pirate 5 (archer)
 Pirate 5 (archer)
 Field worm 2
 Field worm

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PART SEVEN

TABLE 7-1 Combats *(continued)*

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
20274	2	1515	Bandit 1	Bandit 1
20275	6	1515	Bandit 3 (archer)	Bandit 2
20276	6	1516	Field worm 2	Field worm 2
20277	2	1516	Field worm	Field worm
20279	6	1517	Bandit 3 (archer)	Bandit 2
20280	2	1517	Carlith	Carlith
20281	6	1517	Field worm 2	Field worm 2
20282	6	1518	Field worm 2	Field worm 2
20283	6	1518	Mercenary 2	Mercenary 2
20284	6	1521	Bandit 2	Bandit 2
20285	6	1521	Bandit 2	Bandit 2
20286	6	2021	Pirate 5 (archer)	Pirate 5 (archer)
20525	1	2206	Maslith	Maslith
20526	1	2206	Maslith	Maslith
20527	2	2206	Maslith	Maslith
20528	1	2206	Carlith	Carlith
20529	1	2206	Carlith	Carlith
20563	1	2210	Carlith	Carlith
20564	1	2210	Carlith	Carlith
20565	1	2210	Carlith	Carlith
20566	1	2210	Maslith	Maslith
20567	2	2212	Bandit 1	Bandit 1
20568	2	2212	Bandit 1	Bandit 1
20569	2	2212	Mercenary mage 1	Mercenary mage 1
20570	1	2204	Maslith	Maslith
20571	6	2204	Brown Montari leader	Brown Montari leader
20572	6	2204	Grey Montari 1	Grey Montari 1
20573	6	2204	Mercenary mage 1	Mercenary mage 1
20574	1	2204	Maslith	Maslith
20575	6	2204	Brown Montari 1	Brown Montari 1
20576	6	2204	Brown Montari leader	Brown Montari leader
20577	6	2204	Grey Montari Leader	Grey Montari 1
20578	6	2204	Grey Montari Leader	Grey Montari Leader
20579	6	2204	Grey Montari Leader	Grey Montari Leader
20603	1	2021	Pirate 1	Pirate 1

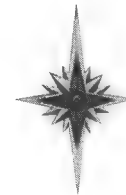
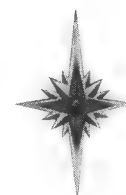
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ENEMY 3

Bandit 1
Bandit 2
Field worm 2
Field worm
Bandit 2
Carlith
Field worm 2
Field worm 2
Mercenary archer 3
Bandit 3 (archer)
Bandit 3 (archer)
Pirate 5 (archer)
Maslith
Maslith
Maslith
Carlith
Carlith
Carlith
Carlith
Carlith
Maslith
Bandit 1
Bandit 1
Mercenary mage 1
Maslith
Brown Montari mage
Grey Montari 1
Mercenary mage 1
Maslith
Brown Montari 1
Brown Montari mage
Grey Montari archer
Grey Montari mage
Grey Montari mage
Pirate 1

ENEMY 4

Bandit 1
Bandit 3 (archer)
Field worm 2
Field worm
Bandit 3 (archer)
Carlith
Field worm 2
Field worm 2
Mercenary archer 3
Bandit 3 (archer)
Bandit 3 (archer)
Pirate 2 mage
Maslith
Maslith
Maslith
Carlith
Carlith
Carlith
Carlith
Carlith
Maslith
Bandit 1
Bandit 1
Mercenary mage 1
Maslith
Brown Montari archer
Grey Montari archer
Mercenary mage 1
Maslith
Brown Montari archer
Brown Montari archer
Grey Montari archer
Grey Montari archer
Grey Montari archer
—

ENEMY 5

Bandit 1
Bandit 2
Field worm 2
—
Bandit 2
—
Field worm 2
Field worm 2
Mercenary mage 2
Bandit 3 (archer)
Bandit 3 (archer)
Pirate 2 mage
Maslith
—
Maslith
Carlith
—
—
—
—
Maslith
Bandit 1
Bandit 1
Mercenary mage 1
Maslith
Brown Montari archer
Grey Montari Leader
Mercenary mage 1
Maslith
Brown Montari leader
Brown Montari mage
Grey Montari 1
Grey Montari archer
Grey Montari archer
—

PART SEVEN

TABLE 7-1 Combats (*continued*)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
20604	1	1518	Bandit 1	Bandit 1
20617	6	1224	Mercenary 2	Mercenary 2
20618	4	2204	Maslith	Maslith
21288	4	309	Trerang	Trerang
21290	4	310	Bandit 2	Bandit 2
21291	4	310	Maslith 1	Maslith 1
21292	4	310	Wilder	Wilder
21293	7	310	Maslith 1	Maslith 1
21294	4	311	Bandit 3 (archer)	Bandit 2
21295	4	311	Bandit 2	Bandit 2
21297	7	311	Maslith 1	Maslith 1
21298	4	311	Wilder	Wilder
21299	4	312	Maslith 1	Maslith 1
21300	4	312	Shepherd 1	Shepherd 2
21301	4	412	Female Chuman	Female Chuman
21302	7	412	Mercenary 2	Mercenary 2
21303	4	412	Maslith 1	Maslith 1
21306	4	410	Maslith 1	Maslith 1
21307	4	410	Trerang	Trerang
21308	4	409	Wilder	Wilder
21310	4	608	Maslith 1	Maslith 1
21312	7	611	Maslith 1	Maslith 1
21313	4	611	Mercenary 2	Mercenary 2
21316	4	610	Shepherd 1	Shepherd 1
21317	7	610	Mercenary 2	Mercenary 2
21319	7	907	Bandit 1	Bandit 1
21320	4	908	Bandit 3 (archer)	Bandit 2
21322	4	908	Crab 2	Crab 2
21323	4	908	Shepherd mage 2	Shepherd 2
21325	7	709	Mercenary 2	Mercenary 2
21326	7	709	Mercenary 2	Mercenary archer 4
21327	7	709	Mercenary 2	Mercenary archer 4
21328	4	709	Wilder	Wilder
21329	4	709	Maslith 1	Maslith 1
21331	4	808	Bandit 3 (archer)	Bandit 2

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ENEMY 3

ENEMY 4

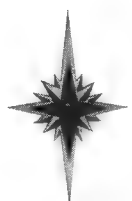
ENEMY 5

Bandit 1	Bandit 1	—
Mercenary archer 2	Mercenary archer 2	—
Maslith	Maslith	—
Trerang	Trerang	Trerang
Bandit 3 (archer)	Bandit 3 (archer)	—
Maslith 2	Maslith 2	Maslith 2
Wilder	Wilder mage	Wilder
Maslith 2	Maslith 2	Maslith 2
Bandit 2	Bandit 3 (archer)	Bandit 2
Bandit 3 (archer)	Bandit 2	—
Maslith 2	Maslith 2	—
Wilder	Wilder	Wilder
Maslith 2	Maslith 2	Maslith 2
Shepherd mage 2	Shepherd 2	Shepherd 2
Female Chuman mage	—	—
Mercenary 2	Mercenary 2	—
Maslith 2	Maslith 2	Maslith 2
Maslith 2	Maslith 2	Maslith 2
Trerang	Trerang	Trerang
Wilder	Wilder	—
Maslith 2	Maslith 2	Maslith 2
Maslith 2	Maslith 2	Maslith 2
Mercenary mage 2	Mercenary 2	—
Shepherd 1	Shepherd 2	—
Mercenary archer 3	Mercenary archer 3	Mercenary mage 2
Bandit 2	Bandit 2	Bandit 1
Bandit 2	Bandit 3 (archer)	—
Crab 2	Crab 2	—
Shepherd 2	Shepherd 1	—
Mercenary 2	—	—
Mercenary archer 2	—	—
Mercenary archer 2	—	—
Wilder	Wilder	—
Maslith 1	Maslith 2	—
Bandit 2	Bandit 3 (archer)	—

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PART SEVEN

TABLE 7-1 Combats (*continued*)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
21332	7	808	Maslith 1	Maslith 1
21335	4	810	Male Chuman	Male Chuman
21336	4	810	Mercenary 1	Mercenary mage 1
21339	4	710	Mercenary 1	Mercenary 1
21341	4	708	Maslith 1	Maslith 1
21342	4	708	Wilder	Wilder
21344	4	708	Maslith 1	Maslith 1
21345	4	708	Maslith 1	Maslith 1
21387	7	811	Mercenary 2	Mercenary 2
21454	4	410	Maslith 1	Maslith 1
21456	7	410	Mercenary 2	Mercenary 2
21457	7	410	Mercenary 2	Mercenary 2
21458	4	412	Maslith 1	Maslith 1
21459	4	411	Bandit 2	Bandit 2
21461	5	411	Shepherd 1	Shepherd 1
21462	4	411	Maslith 1	Maslith 1
21616	5	812	Shepherd 1	Shepherd 1
22346	7	315	Male Chuman	Male Chuman
22348	7	314	Male Chuman	Male Chuman mage
22349	4	314	Female Chuman	Female Chuman
22350	5	415	Male Chuman	Male Chuman mage
22351	7	415	Male Chuman	Male Chuman
22352	5	416	Male Chuman	Female Chuman
22353	7	416	Male Chuman	Male Chuman
22355	5	417	Wraith	Grrrlf
22356	5	417	Grrrlf	Grrrlf
22357	5	517	Bandit 1	Bandit 1
22358	5	517	Grrrlf	Grrrlf
22359	5	518	Grrrlf	Grrrlf
22360	5	518	Wraith	—
22361	5	518	Grrrlf	Grrrlf
22362	5	518	Bandit 1	Bandit 1
22363	5	518	Grrrlf	Grrrlf
22364	5	517	Mercenary 2	Mercenary 2
22365	5	417	Bandit 1	Bandit 1

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ENEMY 3

Maslith 2
Female Chuman
Mercenary 1
Mercenary 1
Maslith 2
Wilder mage
Maslith 2
Maslith 2
Mercenary 2
Maslith 2
Mercenary archer 2
Mercenary 2
Maslith 2
Bandit 3 (archer)
Shepherd 1
Maslith 2
Shepherd 2
Female Chuman
Male Chuman
Female Chuman
Male Chuman
Male Chuman
Female Chuman
Female Chuman
Grrrlf
Grrrlf
Bandit 1
Wraith
Grrrlf
—
Grrrlf
Bandit 1
Grrrlf
Mercenary 2
Wraith

ENEMY 4

Maslith 2
Female Chuman
Mercenary 1
Mercenary archer 1
Maslith 2
Wilder
Maslith 2
Maslith 2
Mercenary 2
Maslith 2
Mercenary archer 2
Mercenary mage 2
Maslith 2
Bandit 3 (archer)
Shepherd 2
Maslith 2
Shepherd 2
Female Chuman
Male Chuman
Female Chuman mage
Male Chuman
Female Chuman
Female Chuman mage
Female Chuman
—
Grrrlf
Bandit 1
Grrrlf
Wraith
—
Grrrlf
—
Grrrlf
Mercenary 2
Bandit 1

ENEMY 5

—
—
Mercenary mage 1
—
—
Wilder
—
Maslith 2
—
Maslith 2
—
—
Maslith 2
Bandit 3 (archer)
Shepherd 2
Maslith 2
Shepherd 1
Female Chuman
—
—
—
Female Chuman
—
Female Chuman
—
—
Grrrlf
—
—
—
—
Bandit 1

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PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
22366	5	517	Mercenary 2	Mercenary 2
22367	4	612	Crab 2	Crab 2
22368	4	612	Wilder	Wilder
22369	7	612	Crab 2	Crab 2
22371	4	613	Bandit 1	Bandit 1
22372	5	613	Shepherd 1	Shepherd 1
22373	7	613	Wilder	Wilder
22374	4	712	Male Chuman	Male Chuman
22376	5	712	Shepherd 1	Shepherd 1
22377	7	712	Wilder	Wilder
22378	5	714	Fire Wolf	Fire Wolf
22379	4	714	Male Chuman	Male Chuman
22380	5	714	Fire Wolf	Fire Wolf
22381	4	714	Wilder	Wilder
22382	5	717	Female Chuman	Female Chuman
22383	7	717	Wilder	Wilder
22385	4	811	Male Chuman	Male Chuman
22386	4	811	Bandit 2	Bandit 2
22388	4	812	Wilder	Wilder
22389	4	812	Male Chuman	Male Chuman
22390	7	812	Mercenary 2	Mercenary 2
22393	5	813	Male Chuman	Male Chuman
22394	5	813	Shepherd 1	Shepherd 1
22395	4	813	Male Chuman	Male Chuman mage
22397	4	814	Mercenary 1	Mercenary 1
22398	5	814	Shepherd 1	Shepherd 2
22399	4	814	Female Chuman	Female Chuman
22400	5	814	Female Chuman	Male Chuman
22401	5	815	Wilder	Wilder
22404	7	815	Fire Wolf	Fire Wolf
22405	7	816	Mercenary 2	Mercenary archer 4
22406	5	816	Mercenary 1	Mercenary 1
22408	5	817	Mercenary 1	Mercenary 1
22409	5	920	Male Chuman	Male Chuman
22410	7	817	Mercenary 2	Mercenary 2

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ENEMY 3

Mercenary 2
Crab 2
Wilder
Crab 2
Bandit 2
Shepherd 1
Wilder
Female Chuman
Shepherd 1
Wilder
Fire Wolf
Female Chuman
Fire Wolf
Wilder
Female Chuman
Wilder mage
Female Chuman
Bandit 3 (archer)
Wilder
Female Chuman
Mercenary archer 3
Female Chuman
Shepherd 1
Male Chuman
Mercenary mage 1
Shepherd 1
Female Chuman
Male Chuman
Wilder mage
Fire Wolf
Mercenary archer 2
Mercenary 1
Mercenary 1
Male Chuman
Mercenary archer 2

ENEMY 4

Mercenary 2
Crab 2
Wilder mage
Crab 2
Bandit 2
Shepherd 2
Wilder
Female Chuman
Shepherd mage 1
Wilder
Fire Wolf
Female Chuman
Fire Wolf
Wilder mage
Female Chuman mage
Wilder
Female Chuman
Bandit 3 (archer)
Wilder
Female Chuman
Mercenary archer 3
Female Chuman
Shepherd mage 1
Male Chuman
Mercenary 1
Shepherd mage 2
Female Chuman mage
Male Chuman
Wilder
Fire Wolf
Mercenary archer 2
Mercenary archer 1
Mercenary archer 1
Female Chuman
Mercenary archer 4

ENEMY 5

—
Crab 1
—
Crab 2
Bandit 2
Shepherd 2
—
Female Chuman
Shepherd mage 1
—
—
Female Chuman mage
—
—
Female Chuman
Wilder
—
—
—
Female Chuman
Mercenary mage 2
Female Chuman
—
—
—
Shepherd 1
Female Chuman
—
Wilder
Fire Wolf
Mercenary archer 3
—
—
—
Mercenary 2

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PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
22450	7	417	Male Chuman	Male Chuman
22452	4	813	Bandit 3 (archer)	Bandit 2
22453	9	1818	Black Montari 1	—
22464	7	413	Mercenary 2	Mercenary 2
22465	5	413	Wilder	Wilder
22466	4	413	Wilder	Wilder
22530	9	2209	Fire Wolf 2	Fire Wolf 2
22532	9	2209	Fire Wolf 2	Fire Wolf 2
22533	9	2209	Fire Wolf 2	Fire Wolf 2
22534	9	2209	Fire Wolf 2	Fire Wolf 2
22550	9	2211	Fire Wolf 2	Fire Wolf 2
22551	9	2211	Fire Wolf 2	Fire Wolf 2
22552	9	2211	Female Chuman	Female Chuman
22554	9	2211	Fire Wolf 2	Fire Wolf 2
22555	9	2211	Fire Wolf 2	Fire Wolf 2
22556	9	2211	Fire Wolf 2	Fire Wolf 2
22557	9	2211	Male Chuman	Male Chuman mage
22558	9	2211	Male Chuman	Male Chuman
22559	9	2211	Male Chuman	Male Chuman
22560	9	2211	Fire Wolf 2	Fire Wolf 2
22561	9	2211	Fire Wolf 2	Fire Wolf 2
22562	9	2209	Fire Wolf 2	Fire Wolf 2
22598	7	313	Bandit 2	Bandit 2
23085	1	1211	Bandit 1	Bandit 1
23116	2	1210	Bandit 1	Bandit 1
23118	2	1210	Crab 1	Crab 1
23119	4	1210	Wilder	Wilder
23120	2	1309	Bandit 1	Bandit 1
23121	2	1309	Crab 1	Crab 1
23123	2	1310	Crab 1	Crab 1
23124	4	1310	Shepherd 2	Shepherd 2
23125	2	1310	Trerang	Trerang
23126	4	1310	Trerang	Trerang
23127	2	1310	Trerang	Trerang
23128	2	1311	Bandit 1	Bandit 1

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ENEMY 3

Male Chuman
 Bandit 2
 —
 Mercenary 2
 Wilder
 Wilder
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Female Chuman
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Male Chuman
 Female Chuman
 Female Chuman
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Bandit 1
 Bandit 1
 Bandit 1
 Crab 1
 Wilder
 Bandit 1
 Crab 1
 Crab 1
 Shepherd 2
 Trerang
 Trerang
 Trerang
 Bandit 1

ENEMY 4

Female Chuman
 Bandit 3 (archer)
 —
 Mercenary 2
 Wilder
 Wilder
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Female Chuman mage
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Male Chuman
 Female Chuman
 Female Chuman
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Bandit 3 (archer)
 Bandit 1
 Bandit 1
 Crab 1
 —
 Bandit 1
 Crab 1
 Crab 1
 Shepherd 1
 Trerang
 Trerang
 Trerang
 Bandit 1

ENEMY 5

Female Chuman
 —
 —
 Mercenary 2
 —
 —
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 —
 —
 Fire Wolf 2
 Female Chuman
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Male Chuman
 Female Chuman mage
 Female Chuman mage
 Fire Wolf 2
 Fire Wolf 2
 Fire Wolf 2
 Bandit 1
 —
 Bandit 1
 Crab 2
 —
 Bandit 1
 —
 Crab 2
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PART SEVEN

TABLE 7-1 Combats (*continued*)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
23129	4	1311	Shepherd 2	Shepherd 2
23130	2	1311	Trerang	Trerang
23131	4	1311	Trerang	Trerang
23132	4	1311	Shepherd 2	Shepherd 2
23133	2	1311	Trerang	Trerang
23134	2	1312	Bandit 1	Bandit 1
23135	2	1312	Bandit 1	Bandit 1
23137	2	1312	Bandit 1	Bandit 1
23139	4	1312	Mercenary 1	Mercenary mage 1
23141	2	1313	Maslith	Maslith
23142	2	1313	Maslith	Maslith
23143	4	1313	Mercenary 1	Mercenary 1
23144	2	1313	Maslith	Maslith
23146	4	1409	Bandit 1	Bandit 1
23147	4	1409	Trerang	Trerang
23148	2	1409	Bandit 1	Bandit 1
23149	2	1409	Crab 1	Crab 1
23150	2	1410	Trerang	Trerang
23151	2	1410	Bandit 1	Bandit 1
23153	4	1410	Trerang	Trerang
23154	2	1410	Trerang	Trerang
23156	2	1411	Trerang	Trerang
23157	4	1411	Trerang	Trerang
23159	4	1411	Bandit 1	Bandit 1
23162	2	1412	Trerang	Trerang
23164	4	1412	Bandit 1	Bandit 1
23166	4	1412	Trerang	Trerang
23167	2	1412	Bandit 1	Bandit 1
23168	2	1413	Trerang	Trerang
23169	4	1413	Trerang	Trerang
23170	2	1413	Trerang	Trerang
23172	2	1413	Trerang	Trerang
23173	2	1413	Crab 1	Crab 1
23174	2	1414	Trerang	Trerang
23175	2	1414	Black Montari Leader	Black Montari Leader

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ENEMY 3

ENEMY 4

ENEMY 5

Shepherd 2

Trerang

Trerang

Shepherd 1

Trerang

Bandit 1

Bandit 1

Bandit 1

Mercenary 1

Maslith

Maslith

Mercenary 1

Maslith

Bandit 1

Trerang

Bandit 1

Crab 1

Trerang

Bandit 1

Trerang

Trerang

Trerang

Trerang

Bandit 2

Trerang

Bandit 2

Trerang

Bandit 1

Trerang

Trerang

Trerang

Trerang

Crab 1

Trerang

Black Montari mage

Shepherd 1

Trerang

Trerang

Shepherd 2

Trerang

Bandit 1

Bandit 1

Bandit 1

Mercenary mage 1

Maslith

Maslith

Mercenary archer 1

Maslith

Bandit 2

Trerang

Bandit 1

Crab 1

Trerang

Bandit 1

Trerang

Trerang

Trerang

Trerang

Bandit 2

Trerang

Bandit 2

Trerang

Bandit 1

Trerang

Trerang

Trerang

Trerang

Crab 1

Trerang

Black Montari mage

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Bandit 1

Bandit 1

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Bandit 2

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Bandit 1

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Bandit 1

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Bandit 1

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Crab 2

—

Black Montari Leader

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PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
23176	4	1414	Bandit 1	Bandit 1
23177	2	1509	Bandit 1	Bandit 1
23178	4	1509	Wilder	Wilder
23179	4	1509	Crab 2	Crab 2
23181	4	1511	Mercenary 1	Mercenary mage 1
23183	2	1511	Bandit 1	Bandit 1
23184	2	1514	Bandit 1	Bandit 1
23186	2	1514	Crab 1	Crab 1
23188	2	1609	Trerang	Trerang
23189	4	1609	Mercenary 1	Mercenary 1
23191	2	1610	Pirate 1	Pirate 1
23193	2	1611	Pirate 1	Pirate 2
23196	4	1611	Mercenary 1	Mercenary archer 1
23198	2	1313	Crab 1	Crab 1
23500	4	1110	Trerang	Trerang
23501	4	1110	Shepherd 1	Shepherd 1
23536	3	2200	Mercenary 1	Mercenary 1
23537	3	2200	Mercenary 1	Mercenary 1
23538	3	2200	Thief archer	Thief
23539	3	2200	Thief	Thief
23540	3	2200	Thief	Thief archer
23541	3	2200	Thief	Thief archer
23542	3	2200	Thief	Thief
23543	3	2200	Shepherd 1	Shepherd 1
23544	3	2200	Thief archer	Thief
23545	3	2200	Thief	Thief
23546	3	2200	Mercenary 1	Mercenary 1
23547	3	2200	Thief archer	Thief
23548	3	2200	Mercenary 1	Mercenary 1
23549	3	2200	Shepherd 1	Shepherd 1
23584	6	2205	Shepherd 2	Shepherd 2
23585	6	2205	Shepherd 2	Shepherd 2
23586	6	2205	Shepherd 2	Shepherd 2
23587	6	2205	Shepherd 2	Shepherd 2
23588	6	2205	Shepherd 2	Shepherd 2

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ENEMY 3

Bandit 1
 Bandit 1
 Wilder mage
 Crab 1
 Mercenary 1
 Bandit 1
 Bandit 1
 Crab 1
 Trerang
 Mercenary archer 1
 Pirate 2
 Pirate 2
 Mercenary 1
 Crab 1
 Trerang
 Shepherd 2
 Mercenary 1
 Mercenary 1
 Thief
 Thief
 Thief
 Thief
 Thief
 Shepherd 1
 Thief
 Thief
 Mercenary 1
 Thief
 Mercenary 1
 Shepherd 1
 Shepherd 1
 Shepherd 2
 Shepherd 2
 Shepherd 1
 Shepherd 2

ENEMY 4

Bandit 2
 Bandit 1
 Wilder
 Crab 2
 Mercenary mage 1
 Bandit 1
 Bandit 1
 Crab 1
 Trerang
 Mercenary archer 1
 Pirate 2
 Pirate 1 mage
 Mercenary archer 1
 Crab 1
 Trerang
 Shepherd 2
 Mercenary archer 1
 Mercenary 1
 Thief archer
 Thief
 Thief
 Thief
 Thief archer
 Shepherd 1
 Thief archer
 Thief
 Mercenary mage 1
 Thief archer
 Mercenary archer 1
 Shepherd 1
 Shepherd 2
 Shepherd 2
 Shepherd mage 2
 Shepherd mage 2
 Shepherd 2

ENEMY 5

Bandit 2
 Bandit 1
 —
 —
 —
 Bandit 1
 Bandit 1
 —
 —
 —
 Mercenary archer 1
 Crab 2
 —
 Shepherd mage 1
 —
 Mercenary archer 1
 Thief archer
 —
 Thief
 Thief
 —
 Shepherd 1
 Thief archer
 Thief
 —
 Thief archer
 —
 —
 Shepherd 2
 Shepherd 2
 Shepherd 2
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PART SEVEN

TABLE 7-1 Combats (*continued*)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
23589	6	2205	Shepherd 2	Shepherd 2
23590	6	2205	Shepherd 2	Shepherd 2
23591	6	2205	Shepherd 2	Shepherd 2
23592	6	2205	Shepherd 2	Shepherd 2
23593	4	2205	Crab 2	Crab 2
23594	4	2205	Crab 2	Crab 2
23595	4	2205	Crab 2	Crab 2
23596	4	2205	Crab 2	Crab 2
23597	6	2205	Shepherd 2	Shepherd 2
23606	4	1509	Mercenary 1	Mercenary 1
23607	2	1412	Mercenary mage 2	—
23608	6	2205	Shepherd mage 2	—
23614	4	611	Mercenary 2	—
23615	7	611	Mercenary mage 1	—
23618	2	1313	Bandit 1	Bandit 1
24411	6	920	Lightning bugs	Lightning bugs
24412	6	920	Shepherd 2	Shepherd 2
24413	6	920	Lightning bugs	Lightning bugs
24414	6	920	Shepherd 2	Shepherd 2
24415	6	920	Mercenary 2	Mercenary 2
24416	6	921	Mercenary 2	Mercenary 2
24418	6	922	Lightning bugs	Lightning bugs
24419	6	922	Bandit 2	Bandit 2
24420	6	922	Lightning bugs	Lightning bugs
24422	6	923	Mercenary 2	Mercenary 2
24425	6	924	Mercenary 2	Mercenary 2
24426	6	925	Bandit 2	Bandit 2
24427	6	925	Pirate 5 (archer)	Pirate 5 (archer)
24428	6	925	Lightning bugs	Lightning bugs
24430	6	1120	Mercenary 2	Mercenary 2
24432	6	1120	Mercenary 2	Mercenary 2
24433	6	1123	Mercenary 2	Mercenary 2
24434	6	1123	Lightning bugs	Lightning bugs
24436	6	1124	Pirate 5 (archer)	Pirate 5 (archer)

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PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
24437	6	1220	Lightning bugs	Lightning bugs
24438	6	1221	Mercenary 2	Mercenary 2
24440	6	1221	Lightning bugs	Lightning bugs
24441	6	1222	Pirate 5 (archer)	Pirate 5 (archer)
24443	6	1222	Lightning bugs	Lightning bugs
24444	6	1223	Pirate 5 (archer)	Pirate 5 (archer)
24445	6	1223	Mercenary 2	Mercenary 2
24448	6	1224	Pirate 5 (archer)	Pirate 5 (archer)
24449	6	1323	Lightning bugs	Lightning bugs
24609	6	1224	Mercenary 2	Mercenary 2
24610	6	1120	Mercenary 2	Mercenary 2
24611	9	2209	Fire Wolf 2	Karn
24612	9	2209	Bryce	Fire Wolf 2
24613	6	1120	Mercenary 2	Mercenary 2
25470	8	524	Mercenary 2	Mercenary archer 4
25471	8	524	Karn	Karn
25472	8	525	Bandit 3 (archer)	Bandit 2
25473	8	525	Trerang	Trerang
25474	8	525	Karn	Karn
25475	8	526	Trerang	Trerang
25477	8	527	Karn	Karn
25479	8	527	Mercenary 2	Mercenary 2
25481	8	625	Mercenary 2	Mercenary archer 4
25484	8	627	Karn	Karn
25485	8	530	Mercenary 2	Mercenary 2
25486	8	530	Karn	Karn
25487	8	725	Trerang	Trerang
25488	8	725	Karn	Karn
25489	8	727	Mercenary 2	Mercenary 2
25491	8	727	Karn	Karn
25493	8	825	Karn	Karn
25494	8	826	Mercenary 2	Mercenary 2
25496	8	826	Trerang	Trerang
25497	8	827	Karn	Karn
25499	8	524	Trerang	—

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ENEMY 3

Lightning bugs
 Mercenary 2
 Lightning bugs
 Pirate 5 (archer)
 Lightning bugs
 Pirate 5 (archer)
 Mercenary 2
 Pirate 5 (archer)
 Lightning bugs
 Mercenary 2
 —
 Fire Wolf 2
 Fire Wolf 2
 Mercenary 2
 Mercenary archer 2
 Karn
 Bandit 2
 Trerang
 Karn
 Trerang
 Karn
 Mercenary archer 2
 Mercenary archer 2
 Karn
 Mercenary archer 3
 Karn
 Trerang
 Karn
 Mercenary archer 2
 Karn
 Karn
 Mercenary archer 3
 Trerang
 Karn
 —

ENEMY 4

Lightning bugs
 Mercenary 2
 Lightning bugs
 Pirate 5 (archer)
 Lightning bugs
 Pirate 5 (archer)
 Mercenary mage 2
 Pirate 5 (archer)
 Lightning bugs
 Mercenary 2
 —
 Karn
 Fire Wolf 2
 Mercenary 2
 Mercenary archer 2
 Karn
 Bandit 3 (archer)
 Trerang
 Karn
 Trerang
 Karn
 Mercenary archer 4
 Mercenary archer 2
 Karn
 Mercenary archer 3
 Karn
 Trerang
 Karn
 Mercenary archer 4
 Karn
 Karn
 Mercenary archer 3
 Trerang
 Karn
 —

ENEMY 5

Lightning bugs
 Mercenary 2
 Lightning bugs
 Pirate 5 (archer)
 —
 Pirate 5 (archer)
 —
 Pirate 5 (archer)
 Lightning bugs
 —
 —
 Fire Wolf 2
 Mercenary 2
 Mercenary archer 3
 —
 Bandit 2
 Trerang
 Karn
 Trerang
 Karn
 Mercenary archer 2
 Mercenary archer 3
 Karn
 Mercenary mage 2
 —
 —
 Karn
 Mercenary 2
 Karn
 Karn
 Mercenary mage 2
 Trerang
 Karn
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PART SEVEN

TABLE 7-1 Combats (continued)

COMBAT	1ST CHAPTER AVAILABLE	MAP	ENEMY 1	ENEMY 2
25503	9	2201	Pirate 3	Pirate 4
25504	9	2201	Pirate 4	Pirate 4
25505	9	2201	Pirate 3	Pirate 3 mage
25506	9	2201	Pirate 5 (archer)	Pirate 3
25507	9	2201	Pirate 5 (archer)	Pirate 3
25508	9	2201	Pirate 5 (archer)	Pirate 5 (archer)
25509	9	2202	Pirate 5 (archer)	Pirate 4
25510	9	2202	Pirate 3	Pirate 3 mage
25511	9	2202	Pirate 3	Pirate 4
25512	9	2202	Pirate 5 (archer)	Pirate 3
25513	9	2208	Pirate 3	Pirate 3 mage
25514	9	2208	Pirate 5 (archer)	Pirate 4
25515	9	2208	Pirate 4	Pirate 4
25517	9	2208	Pirate 5 (archer)	Pirate 4
25518	9	2208	Pirate 5 (archer)	Pirate 3
25519	9	2208	Pirate 3	Pirate 4
25520	9	2208	Pirate 3	Pirate 4
25521	9	2208	Pirate 5 (archer)	Pirate 5 (archer)
25522	9	2208	Pirate 4	Pirate 4
25523	9	2208	Pirate 5 (archer)	Pirate 4
25524	9	2208	Pirate 3	Pirate 4
25580	8	2207	Karn	Karn
25581	8	2207	Karn	Karn
25582	8	2207	Karn	Karn
25583	8	2207	Karn	Karn

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ENEMY 3

ENEMY 4

ENEMY 5

Pirate 5 (archer)	Pirate 4 mage	—
Pirate 5 (archer)	Pirate 4 mage	—
Pirate 4	Pirate 4	Pirate 4
Pirate 4	Pirate 3	Pirate 4
Pirate 4	Pirate 3	Pirate 4
Pirate 3	—	—
Pirate 3 mage	Pirate 3	—
Pirate 4	Pirate 4	—
Pirate 4	Pirate 3	—
Pirate 4	Pirate 4	—
Pirate 4	Pirate 4	Pirate 4
Pirate 3 mage	Pirate 3	Pirate 5 (archer)
Pirate 5 (archer)	Pirate 4 mage	—
Pirate 3 mage	Pirate 3	Pirate 5 (archer)
Pirate 4	Pirate 3	Pirate 4
Pirate 5 (archer)	Pirate 4 mage	Pirate 4
Pirate 5 (archer)	Pirate 4 mage	Pirate 4
Pirate 3	Pirate 4	Pirate 4
Pirate 5 (archer)	Pirate 4 mage	Pirate 5 (archer)
Pirate 3 mage	Pirate 3	Pirate 5 (archer)
Pirate 4	Pirate 3	—
Karn	Karn	Karn
Karn	Karn	Karn
Karn	Karn	Karn
Karn	Karn	Karn

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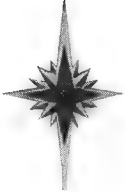
CHESTS

The following table lists every chest in the game, along with data on its location, lock type, and contents.

The far-left column provides the chest number. These numbers are used to identify chests on the atlas maps. Whenever you see a chest on a map and want to know which one it is, simply remember the number and look it up in this table.

The Location column tells you on which map the chest can be found.

The Size, Lock, and Trap columns tell you how big the chest is, how difficult the lock is to pick (lower numbers represent more difficult locks), and what sort of trap, if any, guards the lock. If the words “Bead” or “Lever” appear in the Lock column, the chest is a bead or lever chest. Refer to Appendix A for bead- and lever-lock solutions.



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TABLE 7-2 Chests

CHEST No.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
1	1523	small	200	—	herbal powder (2), food rations (2)
2	1516	small	200	—	bread (3), lockpicks (5), 5 burlas
3	1920	medium	200	explosive	short sword (50%), wooden shield (50%)
4	2206	small	200	—	cheese (4)
5	2206	small	200	—	cheese (7)
6	1920	small	170	—	senwater (5), herbal powder (10)
7	1722	medium	190	—	tonguecoat (2), fidale paste (2), brooch (35%), 4 burlas
8	1715	medium	200	electrical	Kor's blood (2), 30 burlas
9	2021	medium	180	—	brooch (55%), pearl (40%), wooden shield (20%)
10	1819	medium	140	—	senwater (10), Kor's blood (5), 60 burlas
11	1920	medium	200	explosive	whetstone, short sword (40%), yelloweye (3)
12	1817	medium	200	electrical	armor hammer, lockpicks (10), bread (4)
13	1819	large	190	—	torch (5), rope (5), arrows (10)
14	2020	large	175	—	leather jerkin (85%), short sword (100%), 20 burlas
15	1415	large	155	—	herbal powder (5), pearl (70%)
16	1717	large	lever 1	—	food rations (25)
17	1921	large	lever 28	—	leather scale (100%), arrows (12), whetstone
18	1417	large	lever 23	—	steadfast tonic (5), senwater (16), 41 burlas
19	1919	large	200	explosive	<i>An Optics Primer</i>
20	1324	large	200	electrical	wine (5), food rations (5), 25 burlas
21	1213	large	lever 18	—	bowstring, Grrrlf arrows

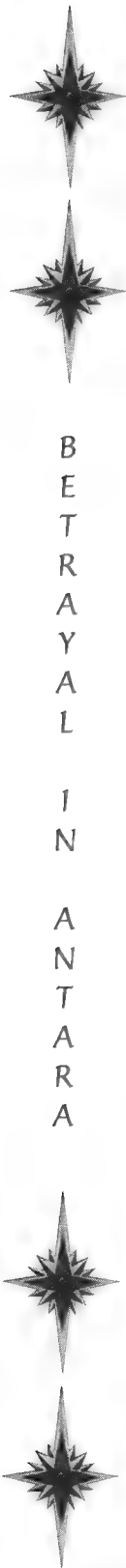


TABLE 7-2 Chests (continued)

CHEST NO.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
22	1317	large	lever 10	—	Essence of the Wind (3), 118 burlas, food rations (6)
23	1821	large	lever 11	—	senwater (14), food rations (7)
24	1216	large	lever 2	—	<i>Cadman's Memoir</i>
25	1517	large	lever 15	—	pickax, lockpicks (10), sapphire (72%)
26	1315	large	170	—	Contuso scroll
27	1611	large	170	—	leather scale (75%), 10 burlas
28	1309	medium	150	—	small shield (100%), food rations (4)
29	1511	small	140	—	hardening fluid (5), Kor's blood (3)
30	1312	small	200	electrical	60 burlas
31	1411	medium	130	—	short bow
32	411	medium	160	—	Halder's brew (3), torch (5)
33	1409	medium	200	—	fishing rod
34	411	large	lever 3	—	Grrrlf arrows (10), bowstring, rosin (4)
35	1410	small	200	explosive	dervish disk
36	1311	large	lever 13	—	bracelet (60%), pearl (85%), senwater (7)
37	1311	medium	140	—	long sword (63%), whetstone, 12 burlas
38	1412	medium	200	explosive	Essence of the Wind (4), shovel, rope (4)
39	411	small	100	—	Ring of the Ranger
40	1509	large	130	—	long sword (100%), leather scale mail (80%), Kor's blood, hardening fluid
42	1313	medium	200	electrical	herbal powder (3), arrows (10), 30 burlas

TABLE 7-2 Chests (*continued*)

CHEST No.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
43	1413	medium	160	—	rosin (6), arrows (12), short bow (90%)
44	1409	large	115	—	Abrida's conduit (3), yelloweye (3), quarterstaff
45	1610	large	130	—	Chailan cutlass (74%), fishing rod, 25 burlas
48	1310	large	lever 4	—	leather scale (92%), small shield (100%), long sword (100%)
49	1409	large	lever 20	—	leather scale (83%), Grrrlf shield (80%)
51	2200	large	lever 16	—	leather scale mail (78%), arrows (15), lockpicks (10), food rations (5), 31 burlas
52	2200	large	100	—	senwater (10), grounding wire (4), long sword (45%)
53	2200	medium	110	—	fidale paste (5), rosin (4), food rations (4)
54	2200	large	bead 1	—	Kor's blood (4), irthinde (3), 15 burlas
55	2200	large	bead 2	—	shadowmilk (5), ruby (20%)
56	2200	large	90	—	bracelet (73%), rapier (45%), enchanted arrows (4)
57	2200	small	60	—	Ring of Welcoming, 60 burlas
58	2200	small	200	electrical	Shadowring, academy authorization pass
59	2200	large	lever 7	—	magnetizer (3), banded shield (60%)
60	2200	medium	200	electrical	<i>Ledger</i>
61	412	large	lever 5	—	senwater (12), herbal powder (6), food rations (9)
62	709	large	200	poison dart	chain mail (90%), thawing belt (4)
63	310	large	75	—	Montari chain mail (81%)
64	611	medium	80	—	banded shield (35%), firebrands (6)
65	811	large	100	—	broad sword (54%), pitch (3), 40 burlas

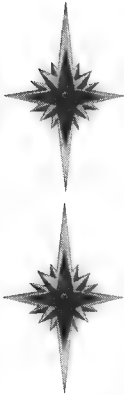


TABLE 7-2 Chests (continued)

CHEST No.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
66	610	large	bead 3	—	sapphire (63%), bracelet (38%), Abridia's conduit (6)
67	710	medium	70	—	Grrrif bow (80%), acidbolts (6)
68	311	medium	200	electrical	rosin (5), arrows (10), bowstring, 35 burlas
69	309	medium	50	—	talicor dust (7), razorcup nectar (4), whetstone
70	312	large	200	poison cloud	armor hammer, breastplate (20%)
71	608	large	50	—	frostband (6), shovel, torch (8), 28 burlas
72	410	medium	50	—	steadfast tonic (4), Intapi's eye
73	708	large	bead 16	—	emerald (64%), fishing rod
74	709	large	200	explosive	Grrrif shield (100%), arrows (8)
75	708	large	bead 14	—	magnetizer (5), tonguecoat (3), razorcup nectar (4)
76	817	large	lever 22	—	bracelet (20%), fidale leaves (5), ale (5)
77	816	small	200	poison cloud	pitch (8), Malkere's serum (4)
78	309	large	bead 15	—	tortoise shield (72%), rapier (66%), grounding wire (5), chain mail (100%)
79	810	large	75	—	talicor dust (3), irthinde (3), wine (2), lockpicks (5)
80	808	large	bead 8	—	Carluda's chain
81	714	medium	200	poison cloud	pitch (10), talicor dust (10), 51 burlas
82	813	large	bead 4	—	broad sword (85%), frostband (5), hardening fluid (3)
83	712	large	lever 8	—	Grrrif bow (88%), Grrrif arrows (10), 20 burlas
84	814	medium	200	poison dart	acidbolts (15), firebrands (6), rosin (4)
85	612	medium	200	explosive	razorcup nectar (5), Malkere's serum (3)

TABLE 7-2 Chests (*continued*)

CHEST No.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
86	714	large	bead 10	—	Necklace of Communion, bracelet (90%), ruby (62%)
87	518	medium	80	—	food rations (20)
88	415	medium	70	—	lockpicks (10), rope (4), armor hammer, torch (5)
89	714	medium	75	—	whetstone, thawing belt (3), grounding wire (6)
90	417	large	lever 12	—	magnetizer (5), Abrid's conduit (3), senwater (5)
91	920	large	bead 11	—	Lucky Charm
92	920	large	lever 9	—	tower shield (85%), 32 burlas
93	1223	large	lever 14	—	Ridgewood bow (89%), firebrands (5)
94	925	large	bead 7	—	ruby shieldstone (100%)
95	922	large	bead 17	—	emerald shieldstone (100%)
96	1120	medium	40	—	senwater (15), Abrid's conduit (8), 20 burlas
97	1123	large	75	—	torch (6), fishing rod, lockpicks (15)
98	924	medium	40	—	pitch (6), hardening fluid (8), 60 burlas
99	925	large	200	—	grounding wire (8), dervish disk
100	920	large	lever 21	—	Halder's brew (7), pendant (75%), irthinde (5)
101	1120	large	35	—	grounding wire (6), magnetizer (2), bowstring
102	1221	small	200	electrical	food rations (12), 35 burlas
103	1224	medium	200	poison cloud	arrows (25), irthinde (6), Essence of the Wind (3)
104	1222	large	lever 26	—	fidale paste (6), grounding wire (3), armor hammer, 67 burlas
105	1224	large	40	—	whetstone, lockpicks (20), food rations (7)

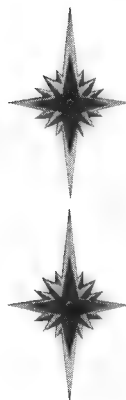
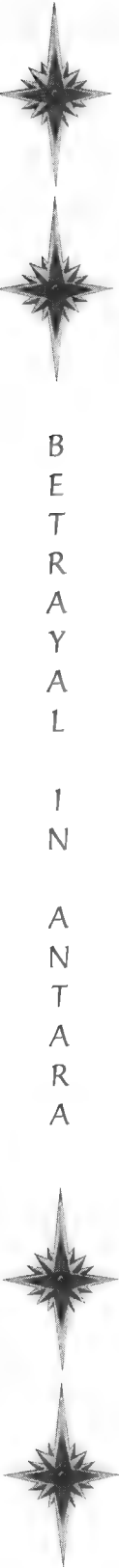


TABLE 7-2 Chests (continued)

CHEST No.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
107	827	large	bead 9	—	Everedge sword (100%)
108	524	large	25	—	senwater (13), rope (12), shovel
109	625	large	lever 19	—	Halder's brew (6), Kor's blood (5), 30 burlas
110	825	large	200	explosive	diamond shieldstone
111	530	large	bead 6	—	Carluda's chain (2), food rations (7)
112	525	large	lever 24	—	Essence of the Wind (4), Abrid's conduit (8)
114	627	large	lever 25	—	enchanted arrows (15)
115	530	large	45	—	winterstaff, steadfast tonic (6), shadowmilk (4), Malkere's serum (5)
116	2205	large	lever 27	—	lantern tube, torch (5)
117	2205	medium	100	—	torch (5), rope (5), herbal powder (6), Malkere's serum (3)
118	2205	medium	50	—	ale (10), wine (10)
119	2205	medium	60	—	arrows (20), bowstring, rosin (5)
120	2205	medium	70	—	whetstone, armor hammer, hardening fluid (6), senwater (4)
121	2205	large	140	—	Shepherd cloaks (2)
122	2202	large	bead 12	—	diamond (100%), emerald (90%)
123	2202	large	40	—	pendant (100%), bracelet (100%), brooch (100%)
124	2201	medium	30	—	steadfast tonic (12), Kor's blood (12)
125	2201	medium	20	—	razorcup nectar (12), firebrands (20), acidbolts (20)
126	2201	large	200	—	roast chicken (5), leg of lamb (5), meat pies (10), bread (10)

TABLE 7-2 Chests (*continued*)

CHEST No.	LOCATION	SIZE	LOCK	TRAP	CONTENTS
127	2208	medium	60	—	senwater (10), herbal powder (10)
128	2202	small	200	—	pendant (100%), scratch paper, castle key
129	2204	large	120	—	sapphire (14%), sapphire (12%)
130	2204	large	110	—	ruby (8%), sapphire (18%)
131	2204	large	100	—	Montari chain mail (18%)
132	2204	large	150	—	rope (5), wine (5), pickax
133	2204	large	160	—	food rations (8), yelloweye (8)
134	2211	large	lever 6	—	speed bow (61%)
135	2211	large	30	—	tower shield (34%)
136	2211	large	20	—	firestaff (15)
137	2211	large	80	—	senwater (7), Halder's brew (4)
138	2211	large	lever 17	—	diamond shieldstone (80%)
139	2207	small	50	—	map to Bryce's new workshop
140	2212	small	200	—	78 burlas
143	2209	medium	200	—	nudberries, sapphire (100%), herbal powder, Tr'Kaa feather, wine, irthinde, senwater, hardening fluid, talicor dust
144	608	small	bead 5	—	amphitheater tickets, sapphire (70%)



CACHES

The following table lists every cache in the game, along with data on its location and contents.

TABLE 7-3 Caches

	NUMBER	LOCATION	CONTENTS
B E T R A Y A L I N A N T A R A	1	1516	food rations (3), 50 burlas, pearl (20%)
	2	1415	food rations, torches (3), armorer's hammer (6)
	3	1315	small shield, senwater (2)
	4	1315	35 burlas, rope (3)
	5	1316	24 burlas, long sword, 10 lockpicks, hardening fluid (2)
	6	1314	food rations (4), senwater (3)
	7	1716	whetstone
	8	1816	wedding rings
	9	1618	12 burlas, lockpicks (8), food ration
	10	1317	food rations (2), 19 burlas, rope (2), steadfast tonic
	11	1317	pearl (34%), senwater (4), small shield
	12	1417	herbal powder (5), food rations (6)
	13	1418	torches (4)
	14	1420	fidale leaves (3)
	15	1421	long sword (85%), small shield (60%)
	16	1521	herbal powder (3), whetstone, 12 burlas
	17	1622	shovel
	18	1920	Essence of the Wind, food rations (2)
	19	1310	wine (2), bowstring
	20	1311	razorcup nectar (3)
	21	1312	leather scale (100%)
	22	1313	Chailan cutlass (100%), 21 burlas, nudberry roots
	23	1410	sapphire (23%)
	24	1410	short bow (100%), 12 arrows
	25	1411	fishing rod, food ration

Atlas of Ramar

TABLE 7-3 Caches (*continued*)

NUMBER	LOCATION	CONTENTS
26	1411	food rations (8)
27	1412	senwater (8), nudberry roots
28	1413	food rations (2), 8 burlas, yelloweye (2)
29	1413	34 burlas, whetstone
30	1509	dervish disk
31	1514	food rations (3), 12 burlas, lockpicks (6)
32	1610	chain mail (73%), whetstone
33	Melay, well	torchite (52%), torchite well(45%)
35	1313	lockpicks (8), rope (2)
39	410	chain mail (73%)
40	410	banded shield
41	608	Grrrlf bow
42	412	firebrands (8)
43	410	Essence of the Wind, 8 burlas
44	708	Kor's blood, lockpicks (5)
45	411	shadowmilk (3), food rations (2)
46	309	food ration, 21 burlas
47	411	yelloweye (2)
48	610	torch (7)
50	Teal	red key (to Gerard Fayle's house)
51	817	sapphire shieldstone (20%)
52	313	torch (3)
53	813	irthinde (3)
54	714	fidale paste (4)
55	612	magnetizer
56	413	grounding wire (2)
57	712	talicor dust (2)
60	920	<i>Weather Patterns of Ramar, Swamp Survival Skills</i>
61	922	food rations (3), 10 burlas
62	925	hardening fluid (2), irthinde

TABLE 7-3 Caches *(continued)*

NUMBER	LOCATION	CONTENTS
68	527	pendant (81%), 10 burlas
69	827	bowstring, 8 burlas
71	627	acidbolts (8), rosin (2)
73	526	food rations (5)
74	727	senwater (2), herbal powder (2)
75	625	frostband (2)
76	725	dervish disk
78	516	food rations (3)
79	516	food rations (3)
80	516	senwater (6)
81	516	herbal powder (4), senwater (2)
82	516	senwater (3)
83	516	food rations (4)
85	1318	animal skins
86	310	83 burlas
87	2207	rope (9), leg o lamb (1)
88	2207	rope (6)
89	2207	rope (5), rations (6)
90	2207	rope (7), ale (4)
91	2207	rope (8), torch (3)
92	2209	rope (8), wine (8)
93	2209	rope (8), torch (3)

SHOPS

If you've ever wondered where to find a certain type of shop, or spent hours looking for a shop that sells a specific item, this table is for you. It lists the name and location of each shop in the game, information on the shop's markup and markdown, the items the shop buys, the degree to which haggling can affect prices, and a list of items for sale in the shop. All shops are open from 6 AM to 6 PM.

TABLE 7-4 Shops List

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
The Mother Lode	Aliero	general, gems, jewelry	10	60	10	pickax, torch, shovel, whetstone, rope, lockpicks, rosin, senwater
The Azure Blade	Imazi	weapons, armor, shields	15	50	15	leather jerkin, short sword, long sword, quarterstaff, armorer's hammer
Mark's Goods	Briala	general, potions, gems, jewelry	5	50	5	torch, shovel, whetstone, bucket, rope, armorer's hammer, fishing pole, herbal powder, senwater
The Polished Pommel	Balmestri	swords, armor, shields	20	60	15	short sword, long sword, Chailan cutlass, shadowmilk, whetstone, senwater
Lucan's	Aspreza	shields, armor	15	60	10	wooden shield, small shield, hardening fluid, steadfast tonic
Lucky Charms	Ligano	magic	30	70	20	Halder's brew, steadfast tonic, shadowmilk, yelloweye, sapphire shieldstone, Ring of the Ranger, dervish disk, <i>An Optics Primer</i>
Gloria's Gardens	Sortiga	herbs, plants	15	60	10	herbal powder, nudberries, fidale leaves, senwater, rope, drum
The Scribner's Alcove	Panizo	books	25	65	20	<i>Denna's Tale</i> , <i>Cadman's Memoir</i> , <i>Carlith Mating Rituals</i>

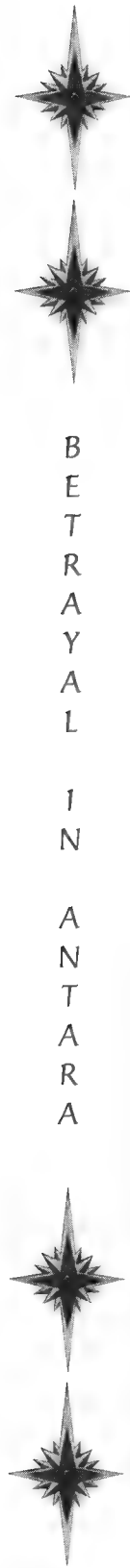


TABLE 7-4 Shops List (continued)

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
The Anvil	Panizo	armor, shields	30	60	15	leather jerkin, leather scale, chain mail, wooden shield, small shield, armorer's hammer, pitch, hardening fluid
Second Skins	Midova	armor, shields, weapons	40	60	15	leather jerkin, leather scale, rope, drum
Antoni's Bank	Midova	bank				
The Herbalist	Waterfork	herbs	20	70	20	herbal powder, nudberries, fidale leaves, razorcup nectar, senwater
Nock and Pull	Cardone	bows, arrows, string	25	70	25	short bow, normal arrows, bowstring, rosin
Trusted Arms	Levosche	weapons, shields, armor	30	65	25	wooden shield, small shield, short sword, long sword, steadfast tonic, whetstone, pitch
Flawless Stones	Ormede	gems and jewelry	35	60	40	bracelet, pendant, brooch, pearl, sapphire
Michele's Goods	Ravenne	general, gems, jewelry	25	70	20	short sword, Grrrif shield, arrows, fishing rod, rosin, torch, shovel, senwater
Baxter's Couriers	Melay	notes, books	50	75	35	<i>Carlith Mating Rituals, Ponaka's Last Stand, Halder's Tale</i>

TABLE 7-4 Shops List (continued)

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
The Armory	Varnasse	armor, shields, weapons	50	60	35	short sword, long sword, rapier, small shield, leather scale, chain mail, armorer's hammer, quarterstaff
Keys and Bolts	Ticoro	—	15	60	15	lockpicks, pickax, Ring of Welcoming, yelloweye
Thrust and Parry	Ticoro	swords	60	60	50	short sword, long sword, Chailan cutlass, broad sword, rapier, whetstone
Ticor's Fine Armor	Ticoro	armor, shields	75	75	25	leather scale, chain mail, Montari chain mail, armorer's hammer
The Guardhouse	Ticoro	armor, weapons, shields	65	80	65	small shield, short sword, long sword, leather jerkin, leather scale, chain mail, wooden shield, quarterstaff
Superior Goods	Ticoro	general	45	75	45	rope, torch, lockpicks, rosin, shovel, pitch, senwater
The Corner Store	Ticoro	general	35	70	30	rope, long sword, arrows, herbal powder, senwater, talicor dust, shadowmilk, rosin
The Bindery	Ticoro	books	60	70	50	<i>Halder's Tale, Poncka's Last Stand, Ledger, An Optics Primer</i>
Financiers of Burlen	Ticoro	bank	—	—	—	—

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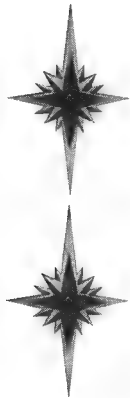


TABLE 7-4 Shops List (continued)

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
Jewels of Ticoro	Ticoro	gems and jewelry	70	50	40	pearls, sapphires, rubies, brooch, bracelet
Germaine's Outfitters	Korus Landing	general, gems, jewelry	25	60	50	torch, rosin, shovel, herbal powder, banded shield, senwater
Falcon's Perch	Isten	armor	30	60	20	animal pelts, rope, leather scale, yelloweye, fishing rod, oil
Soldier's Paradise	Everton	weapons, armor, shields, arrows, bows	40	70	30	long sword, broad sword, leather scale, chain mail, senwater
Straight and True	Teal	arrows, bows	50	70	35	arrow, enchanted arrows, Tr'Kaa arrows, firebrands, acidbolts, long bow, Grrrlf bow
Imperial Jewelers	Elona	gems and jewelry	50	70	75	rubies, sapphires, emeralds, bracelets, pendants
House of Swords	Eastbank	weapons, armor	75	70	60	long sword, rapier, Grrrlf staff, whetstone
House of Shields	Camille	shields, armor	65	70	15	wooden shield, Grrrlf shield, small shield, banded shield, tortoise shield
Salves and Roots	Durst	herbs	30	65	20	herbal powder, razorcup nectar, irthinde, fidale paste, steadfast tonic, senwater, shovel

TABLE 7-4 Shops List (continued)

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
Bits and Pieces	Friole	general	20	60	10	arrows, armorer's hammer, pickax, shovel, wooden shield, long sword, bucket
Maxwell's	Burlen	bank	—	—	—	—
Defenders of the Empire	Burlen	armor, shields	80	70	90	leather scale, chain mail, Montari chain mail, breastplate, banded shield, tortoise shield
Pernath Academy	Burlen	books (not for sale)	—	—	—	—
Quest Essentials	Darvi	weapons, armor, shields	40	75	45	quarterstaff, Grrrlf staff, long sword, broad sword, leather scale, chain mail, breast plate, senwater, torches
Reliable Couriers	Darvi	—	55	60	—	—
Arcana	Grandeur	magic	60	70	70	kinetic staff, Staff of Nightmares, Essence of the Wind, Abridia's conduit, shadowmilk, Malkere's serum, <i>An Optics Primer</i> , <i>Muscles and Glands</i> , Intapi's eye, Carluda's chain, Necklace of Communion, senwater
Tarlick's Armory	Torlith	armor	55	80	45	chain mail, Montari chain mail, breastplate, Montari plate mail

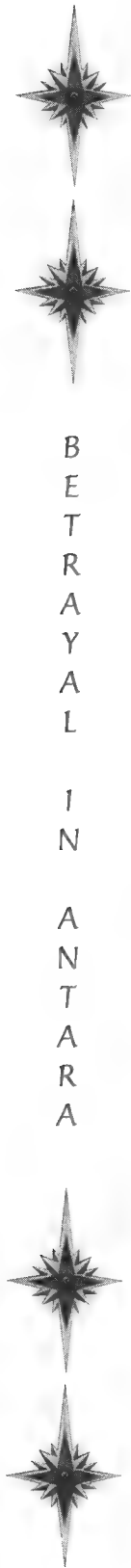


TABLE 7-4 Shops List (continued)

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
The Outpost	Choth	weapons	60	75	50	Chailan cutlass, broad sword, rapier, onyx blade
The Forge	Keth	armor, shields	65	70	30	Montari chain mail, Montari plate mail, tortoise shield, tower shield, grounding wire
Natural Wonders	Bakril	herbs	40	65	50	herbal powder, senwater, razorcup nectar, steadfast tonic, Kor's blood
Have Blade Will Travel	Ganath	weapons	75	60	40	Chailan cutlass, broad sword, rapier, Malchian bore
Mortar and Pestle	Breland	herbs	30	60	20	herbal powder, fidale leaves, razorcup nectar, steadfast tonic, senwater
Hunter's Hutch	Breland	bows, arrows	40	70	75	long bow, Ridgewood bow, enchanted arrows, Tr'Kaa arrows, firebrands, acidbolts
Marlon's Mercantile	Beluckre	general, shields, armor, weapons	30	65	80	pitch, irthinde, talicor dust, hardening fluid, whetstone, shovel, rosin, bowstring
Shieldmakers	Havesly	shields, armor	100	80	85	Grrrlf shield, banded shield, tortoise shield, tower shield, senwater
Mantigua Holding Company	Havesly	bank	—	—	—	—

TABLE 7-4 Shops List (continued)

SHOP	LOCATION	BUYS	MARKUP	MARK-DOWN	HAGGLE	INVENTORY
The Singing Anvil	Knightridge	weapons, shields, armor	125	85	75	broad sword, onyx blade, Januli greatsword, tortoise shield, tower shield
Parmu's House of Mystery	Dumali	magic	100	75	75	<i>Weather Patterns of Ramar, Constitutional Study, A Field Guide to Irrigation and Farming, Muscles and Glands</i> , winterstaff, firestaff, dervish disk, Carluda's chain, Ring of the Ranger
Bric-a-brac	Nathby	general	70	80	90	pitch, lockpicks, rosin, rope, torch, whetstone, shovel, senwater, arrows
Arnold's Salvage	Nathby	poor weapons, armor, shields	100	90	90	short sword, long sword, leather jerkin, leather scale, wooden shield, small shield
Mackey	(Traveling Salesman)	general, potions, gems, jewelry, rings	25	60	60	rope, pitch, herbal powders, arrows, whetstone, armor hammer, short sword, small shield

TAVERNS AND INNS

This table lists every tavern and inn in the game. Information in the table includes the establishment's name and location, markup on sold items, the degree to which haggling affects prices, the rate to rent a room overnight, and what food items are sold.

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TABLE 7-5 Taverns and Inns

TAVERN/INN	LOCATION	MARKUP	HAGGLE	RATE	INVENTORY	OPENS	CLOSES
Fresh Air Tavern	Aliero	20	10	—	food rations, ale	5 AM	9 PM
Flowing Flagon Inn	Imazi	15	14	6	roast chicken, cheese, ale	5 AM	10 PM
The Spitting Lion Inn	Briala	0	18	0	roast chicken, cheese, ale	5 AM	10 PM
The Safe Harbor Inn	Balmestri	35	20	6	food rations, ale	5 AM	10 PM
The Ripet Wheel Tavern	Aspreza	5	22	—	cheese, bread	5 AM	9 PM
The Shady Vale Inn	Ligano	12	25	4	leg of lamb, roast chicken, bread	5 AM	10 PM
The Black Sheep Inn	Sortiga	15	28	4	food rations, leg of lamb, wine	5 AM	10 PM
Bandera's Gift Inn	Panizo	20	29	7	meat pies, bread, wine	5 AM	10 PM
Greener Pasture Inn	Midova	20	31	7	food rations, ale	5 AM	10 PM
Riverside Pub	Waterfork	10	33	—	fish, ale	5 AM	9 PM
Stag's Rack Inn	Cardone	15	35	3	meat pies, leg of lamb	5 AM	10 PM
Jacob's Vineyard Tavern	Levosche	25	36	—	cheese, bread, wine	5 AM	9 PM
Henne's Breath Inn	Ormede	42	38	6	food rations, wine	5 AM	10 PM
Berjon's Tavern	Ravenne	10	41	—	meat pies, cheese, wine	5 AM	9 PM
The Wayfarer Inn	Melay	14	43	4	food rations, bread	5 AM	10 PM
Covered Bridge Inn	Varnasse	18	44	5	food rations, roast chicken, wine	5 AM	10 PM
The Knight's Promise Inn	Ticoro	50	45	12	roast chicken, wine	5 AM	10 PM
Henne's Shadow Inn	Ticoro	65	45	12	leg of lamb, ale	5 AM	10 PM
The Green and the White	Ticoro	40	46	12	meat pies, wine	5 AM	10 PM
The Gilded Trader Inn	Korus Landing	45	48	10	food rations, roast chicken, ale	5 AM	10 PM
Backstage Club Tavern	Isten	75	50	—	roast chicken, meat pies, wine	5 AM	9 PM



TABLE 7-5 Taverns and Inns

TAVERN/INN	LOCATION	MARKUP	HAGGLE	RATE	INVENTORY	OPENS	CLOSES
The Bunkhouse Inn	Everton	45	52	5	food rations, ale	5 AM	10 PM
The Watering Hole Tavern	Teal	50	54	—	leg of lamb, bread	5 AM	9 PM
The Riverside Inn	Eastbank	32	55	6	fish, bread, wine	5 AM	10 PM
The Hollow Tavern	Camille	24	57	—	roast chicken, fish, ale	5 AM	9 PM
Pilgrim's Pause Inn	Durst	20	59	4	food rations, cheese	5 AM	10 PM
The Broken Wagon Inn	Friole	60	62	5	food rations	5 AM	10 PM
Bailey's Inn	Burlen	75	64	11	meat pies, ale	5 AM	10 PM
The Feral Duck Inn	Darvi	58	67	8	roast chicken	5 AM	10 PM
Paradise Shores Tavern	Torlith	63	68	—	food rations, ale	5 AM	9 PM
The Tapped Barrel Tavern	Choth	71	69	—	leg of lamb, bread, cheese, ale	5 AM	9 PM
The Bannerman Tavern	Bakril	75	71	—	food rations, meat pies	5 AM	9 PM
The Pearl Spittroon Inn	Ganath	80	73	14	food rations, ale	5 AM	10 PM
The Noble Hound Inn	Breland	45	74	10	roast chicken, fish	5 AM	10 PM
Lightning Left Tavern	Beluckre	58	76	—	fatty meat, fish, bread, wine	5 AM	9 PM
The Sentinel Inn	Havesly	100	78	11	roast chicken, bread, cheese	5 AM	10 PM
The Sword and Crook Tavern	Knightridge	84	79	—	food rations, ale	5 AM	9 PM
Kor's Kitchen Tavern	Dumali	66	81	—	leg of lamb, meat pies	5 AM	9 PM
The Mermaid's Kiss Inn	Nathby	100	83	4	food rations	5 AM	10 PM
The Salty Dog Tavern	Nathby	90	85	5	fish, wine	5 AM	10 PM
The Lusty Maiden Tavern	Nathby	110	88	—	fatty meat, fish, ale	5 AM	9 PM

APPENDIX A



Solutions to Bead and Lever Chests

This appendix gives the solution to every lever and bead chest in *Betrayal in Antara*. If you're stuck on a particular lever chest, just look up the hint to that chest, and you'll find the answer below. Similarly, if you're stuck on a bead chest, look for the chest's unique Start and End bead combinations in the Bead Chests section below.

Lever Chest Solutions

Each lever chest solution contains three parts: the riddle, a list of letters for you to choose from, and finally, the solution itself.

1. The Antaran Empire's founder
had an eye of sapphire blue.
But the other one he looked through
matched a gem of other hue.

AM	D	E	I	L	ME
ND	O	R	RA	UB	Y

EMERALD

2. Should twixt your ribs an enemy's sharp weapon nimbly slip,
Thank she whose sacrifice brought forth the senwater you sip.

A	CH	D	E	EN	IN
L	N	O	R	S	SA

DENNA

3. Dear Empress; her love
For knowledge was matched only
By her charm.

A	C	E	EV	IA	LE
NE	O	R	RA	SH	UR

CORLENE

Solutions to Bead and Lever Chests

4. Softly glowing gem,
Your light blinds reason and feeds avarice.
BY CH D E IA IT
M N O R TO U
TORCHITE

5. The name synonymous with Antara.
Our light. Our sword. Our shepherd.
A BE EN IA LO M
N O R S V Y
VALORIAN

6. Grrrlf : Wood :: Montari : ?
AT CR E EN I L
MO NY O QU RA X
ONYX

7. Stodgy blueblood
Imperial emblem
Ferocious predator
A BR CH E FO GE
IN J LL O R Y
JAEGER

8. Corrupt assemblage
Spending our money, providing no
Benefit.
A E HI LY NT OA
P R S UN X Y
SHIRA

9. In every city
The Emperor maintains his
Eyes and ears.
AX BL CO D EN ES
I L N PR SU TR
CONSUL

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10. Like morn', noon, and night,
Parts of a whole which cannot
Coexist.

CH	E	EA	GU	IM	KE
L	O	PA	RI	T	UN

TRIUNE

11. The pirate Jhofaz dared to kiss
His captain's favorite wench.
The angry captain gave him this,
And left him in a trench.

AS	C	DE	EX	GO	I
MI	OP	S	TL	U	W

CUTLASS

12. Most people have one.
The Emperor always has
At least two.

AD	EE	EL	IC	KL	M
O	R	S	SH	T	W

SHADOWS

13. If the third man is a hunter
And the first one is a smith,
Ask a child what the second
Should be given as a gift.

AN	AS	BR	D	E	G
IN	L	ME	O	R	S

GLASS

14. Humans live in houses
The Montari? Underground.
Tr'Kaa don't live in candles, though,
Despite how it may sound.

A	C	ER	I	J	LL
O	SH	T	UN	W	X

WICK

Solutions to Bead and Lever Chests

15. The siege of Poolkeep

Would have failed if not for their
Tunneling.

AS	CH	E	GL	I	M
ON	P	R	SK	TA	WE
MONTARI					

16. Light of the empire,

A star fallen from the sky
And reborn.

A	CO	E	IS	L	NE
O	RA	RO	T	U	Y
AURORA					

17. A traveling foreigner chimmed a lock,

chumped a Chaeger,
and was caught with stolen chewelry.
Where was he bound?

A	CH	E	H	I	J
L	NU	O	RY	S	TT
CHAIL					

18. Ungrateful wretches.

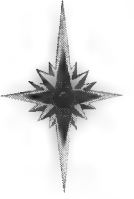
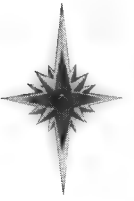
Unworthy of the empire
They despise.

AT	BR	DE	E	H	I
M	NG	O	R	SU	Y
MEHRAT					

19. When thieves planned to rob his town,

A crafty smith became
A hero with a stolen brew
Which e'en now bears his name.

AL	B	DE	EN	F	H
I	M	OU	P	R	SK
HALDER					

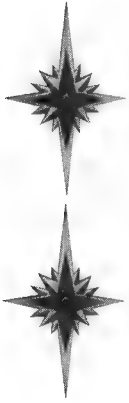


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20. Shipwreck survivor

Traveled for years to reach the
Emperor.

A	BO	D	E	FL	I
K	LL	M	O	RE	V

DEREK

21. Sad, twisted people

Born of disaster and shunned
By others.

A	BL	C	DI	EN	H
I	LL	M	S	TO	U

CHUMEN

22. Burlas, emeralds, torchite stones,
Priceless works of art,
I need them not, for you, my son—
The treasure of my heart.

AL	B	CO	E	H	IT
KI	LA	N	P	R	SC

KIRITH

23. When crushed and mixed with ale,
It leaves a foul concoction.
Your best chance to prevail
When suffering from a toxin.

BR	DA	EL	F	I	KA
LI	O	R	SP	U	Z

FIDALI

24. The revered guide of
Each faithful arm following
Every face.

BE	D	EL	HA	I	N
OO	RE	S	T	V	Y

HAND



Solutions to Bead and Lever Chests

25. Spine of the empire,
Towering peaks of strength and
Majesty.

AR	CI	E	FL	H	J
KU	L	N	O	ST	W

HARKUNE

26. Before irthinde was known to exist,
This plant was thought to be deadliest.

A	BO	CA	DE	E	F
I	L	NG	RL	SK	T

CALDERLEAF

27. Of all heroes from
The Grrrlf War, none loom larger
In memory.

AL	E	FI	GH	K	M
O	PA	RE	S	TT	UN

MALKERE

28. Marketplace city,
The crossroads of commerce in
Pianda.

A	CR	D	E	G	I
L	M	N	O	V	Z

MIDOVA

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Bead Chest Solutions

The following pages contain solutions to every bead chest in the game.

Each bead-chest solution consists of several parts. The Start row tells you what beads you start with. The End row tells you what combination of beads you must possess to open the chest. The Equations row tells you which beads can be exchanged for which other combinations of beads. And finally, the Solution row tells you which Equations you must select, and in what order, to beat the puzzle. (Equations are assumed to be numbered sequentially from the top down.)

If you're still a little confused, let's look at an example. Take Puzzle 1. You start this puzzle with a single red bead, and must end with a combination of one blue bead and two green beads. Difficult? Not at all.

First, exchange your single red bead for a green bead and a yellow bead. This is the first equation listed in the puzzle's Equations list. Do you see it? Now you've got a green bead and a yellow bead in your inventory.

Now, take your lone yellow bead and exchange it for a blue bead and a green bead. That's the second equation listed for this puzzle. Now look at what you've got: the green and blue beads from this equation, plus a green bead left over from before. That's the solution! You've now got one blue and two green beads on hand, and you've opened the lock.

Note that the solution to Puzzle 1 is listed as 1,2. That's because to solve this puzzle, all you had to do was perform the first listed Equation (1), and then the second (2). That's all there is to it.

1.

Start: RED

End: BLUE GREEN GREEN

Equations: RED = GREEN YELLOW

YELLOW = BLUE GREEN

BLUE = RED GREEN

GREEN = BLUE BLUE

Solution: 1, 2

Solutions to Bead and Lever Chests

2.

Start: BLUE YELLOW

End: BLUE GREEN

Equations: BLUE = RED RED YELLOW
 YELLOW = GREEN WHITE RED BLUE
 BLUE YELLOW = RED RED WHITE
 WHITE = YELLOW GREEN

Solution: 3, 4, 1

3.

Start: RED GREEN BLUE WHITE YELLOW

End: BLACK

Equations: RED RED RED RED = ORANGE
 BLUE WHITE = RED GREEN
 GREEN = RED WHITE YELLOW
 YELLOW BLUE = WHITE WHITE
 ORANGE YELLOW YELLOW WHITE = BLUE
 BLUE YELLOW WHITE = BLACK
 ORANGE YELLOW = BLUE GREEN

Solution: 3, 2, 3, 1, 5, 6

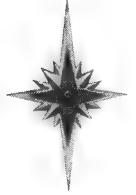
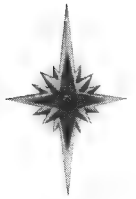
4.

Start: RED WHITE BLUE

End: RED WHITE WHITE WHITE BLUE

Equations: RED WHITE = GREEN YELLOW YELLOW
 WHITE BLUE = ORANGE YELLOW GREEN
 RED BLUE = WHITE ORANGE ORANGE GREEN
 ORANGE RED = WHITE GREEN
 BLUE = YELLOW ORANGE ORANGE
 RED YELLOW = ORANGE GREEN
 YELLOW YELLOW = WHITE GREEN BLUE
 RED GREEN = WHITE WHITE

Solution: 2, 6, 7, 8



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APPENDIX A

5.

Start: BLUE YELLOW

End: PURPLE PURPLE PURPLE

Equations: PURPLE = YELLOW RED BLUE
 PURPLE YELLOW = GREEN GREEN
 GREEN RED = BLUE YELLOW
 BLUE = RED RED PURPLE
 YELLOW = GREEN PURPLE

Solution: 5, 4, 3, 1

6.

Start: BLUE BLUE WHITE WHITE

End: RED RED ORANGE

Equations: ORANGE = BLUE BLUE WHITE
 RED = BLUE WHITE GREEN
 GREEN YELLOW = WHITE ORANGE
 BLUE RED = YELLOW ORANGE
 BLUE = RED WHITE
 YELLOW YELLOW = ORANGE RED RED

Solution: 5, 4, 3, 6, 5, 2

7.

Start: GREEN GREEN

End: GREEN GREEN YELLOW

Equations: RED = WHITE YELLOW YELLOW
 GREEN = BLACK WHITE WHITE BLUE
 BLUE GREEN = YELLOW WHITE WHITE RED
 GREEN GREEN = YELLOW
 WHITE YELLOW = GREEN RED
 RED RED BLUE = BLACK
 BLUE BLUE GREEN = BLACK WHITE

Solution: 2, 6, 1, 7, 3, 2

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Solutions to Bead and Lever Chests

8.

Start: YELLOW YELLOW RED RED RED

End: YELLOW YELLOW YELLOW RED RED

Equations: YELLOW = BLUE BLUE GREEN

RED = GREEN BLACK WHITE

WHITE YELLOW BLACK = GREEN

YELLOW RED = BLUE

RED BLACK = WHITE YELLOW

YELLOW YELLOW = WHITE BLACK BLACK

BLUE YELLOW = GREEN BLACK

Solution: 4, 7, 3, 6

9.

Start: RED RED RED RED RED

End: YELLOW YELLOW YELLOW YELLOW YELLOW

Equations: RED = BLUE YELLOW GREEN GREEN

RED RED = WHITE YELLOW YELLOW

RED RED RED = BLUE WHITE

BLUE BLUE YELLOW GREEN = WHITE WHITE

YELLOW = GREEN RED BLUE

YELLOW YELLOW GREEN = WHITE WHITE RED

GREEN WHITE = YELLOW YELLOW BLUE RED

BLUE GREEN = YELLOW WHITE

Solution: 1, 3, 7, 4, 6, 5

10.

Start: BLUE BLUE YELLOW YELLOW

End: RED RED GREEN GREEN

Equations: BLUE GREEN = PURPLE WHITE

WHITE ORANGE = GREEN RED

BLUE BLUE = ORANGE PURPLE

BLUE WHITE = RED ORANGE

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APPENDIX A

RED PURPLE = WHITE WHITE
 PURPLE YELLOW = GREEN WHITE
 YELLOW YELLOW = GREEN GREEN
 WHITE YELLOW = GREEN ORANGE
 BLUE YELLOW = RED WHITE
 ORANGE YELLOW = RED RED

Solution: 3, 10, 5, 8, 2

11.

Start: RED YELLOW GREEN

End: BLUE BLUE YELLOW GREEN

Equations: RED = YELLOW WHITE WHITE WHITE

BLUE = RED GREEN

GREEN = YELLOW BLUE BLUE

WHITE BLUE = RED RED

YELLOW BLUE = GREEN WHITE RED

GREEN GREEN GREEN = RED WHITE

YELLOW YELLOW WHITE = BLUE RED

YELLOW = GREEN RED BLUE WHITE

Solution: 1, 7, 6, 3, 5, 8, 4, 2, 2

12.

Start: WHITE WHITE WHITE

End: WHITE WHITE WHITE WHITE

Equations: WHITE = RED BLACK

RED RED WHITE = BLACK BLACK

BLACK = WHITE RED

WHITE BLACK BLACK = RED RED

WHITE WHITE = BLACK BLACK RED RED

Solution: 1, 1, 2, 3, 3, 5

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Solutions to Bead and Lever Chests

13.

Start: RED RED RED RED RED RED RED RED RED RED

End: RED

Equations: RED = GREEN GREEN GREEN
 RED RED = WHITE
 RED RED RED = BLUE GREEN
 WHITE BLUE YELLOW = GREEN
 YELLOW BLUE = WHITE GREEN RED
 RED YELLOW = GREEN BLUE
 YELLOW WHITE = BLUE BLUE BLUE

Solution: 2, 3, 3, 7, 5, 6, 4, 1

14.

Start: GREEN GREEN WHITE YELLOW RED

End: YELLOW WHITE WHITE GREEN

Equations: GREEN = RED RED WHITE
 YELLOW = RED GREEN BLUE WHITE
 WHITE WHITE = YELLOW BLUE
 BLUE GREEN = RED WHITE
 GREEN WHITE = YELLOW BLUE BLUE RED
 RED BLUE = GREEN GREEN YELLOW

Solution: 5, 3, 2, 4, 3

15.

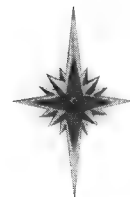
Note: The equations for this puzzle were painted on, but have been wiped clean by rain. This chest is hidden in a tree near Elona.

Start: BLUE YELLOW

End: RED GREEN

Equations: BLUE = YELLOW RED
 YELLOW = BLUE RED GREEN
 BLUE YELLOW = GREEN GREEN
 RED = BLUE GREEN
 GREEN = RED BLUE
 RED GREEN = YELLOW YELLOW

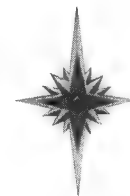
Solution: 2, 4, 5



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APPENDIX A



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16.

Start: WHITE GREEN GREEN RED

End: WHITE GREEN YELLOW

Equations: WHITE GREEN RED = YELLOW
WHITE RED = YELLOW YELLOW BLUE BLUE
GREEN GREEN = BLUE RED
RED RED = BLUE YELLOW GREEN
YELLOW GREEN = WHITE WHITE
YELLOW RED = BLUE BLUE GREEN

Solution: 2, 4, 5, 3, 1

17.

Start: GREEN GREEN ORANGE ORANGE

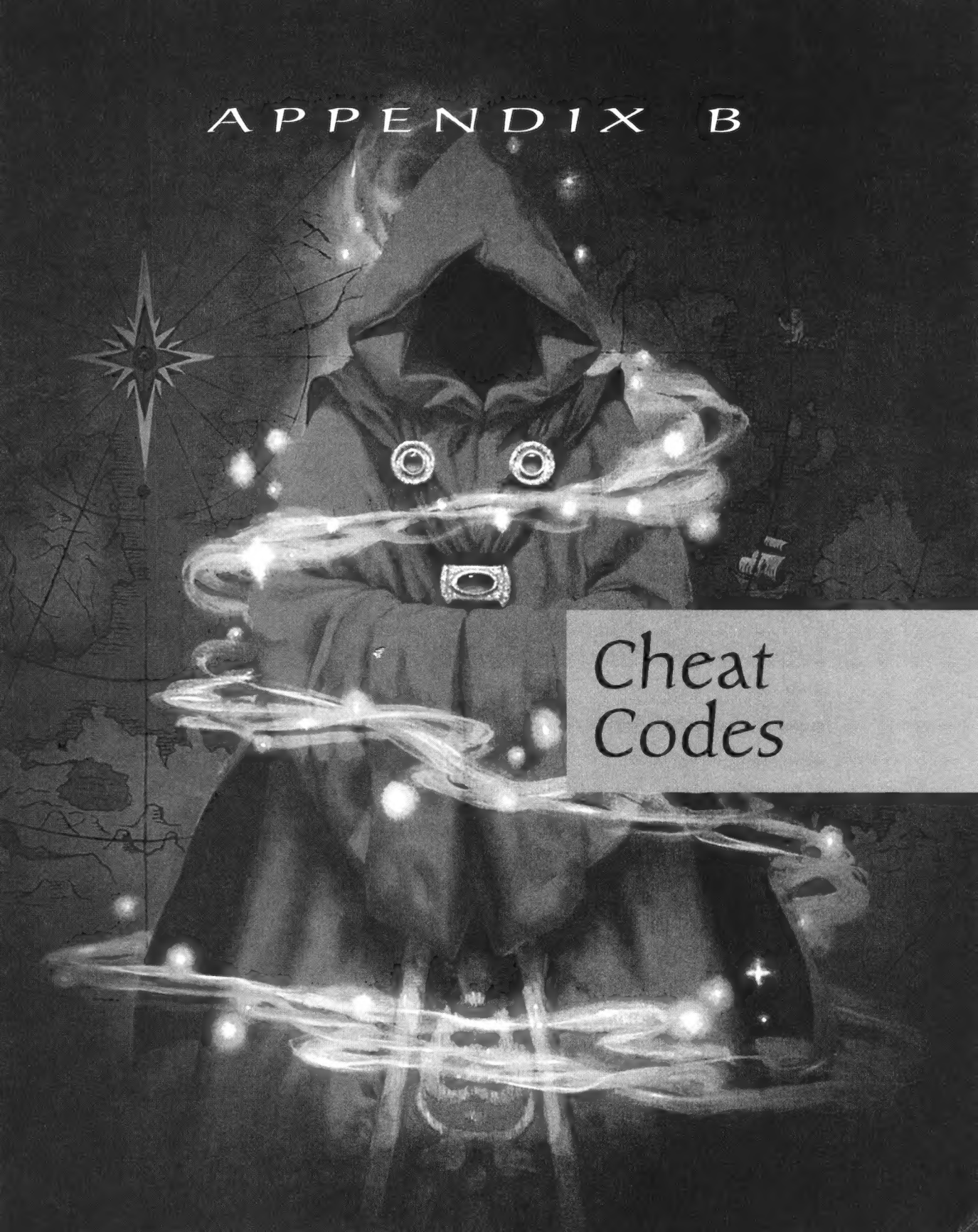
End: RED

Equations: WHITE BLUE = GREEN YELLOW
GREEN ORANGE BLACK = WHITE PURPLE
BLUE YELLOW ORANGE PURPLE = BLACK WHITE
PURPLE GREEN = BLACK BLACK YELLOW
RED = YELLOW WHITE BLACK ORANGE
YELLOW YELLOW BLACK PURPLE = ORANGE

Solution: 6, 2, 4, 6, 5



APPENDIX B



Cheat Codes

Regardless of whether you find yourself completely stuck and frustrated, or you've already beaten the game and just want to play around, we suspect you'll find this assortment of cheat codes useful.

To enter these codes, press Ctrl + Shift + Z during normal gameplay or during combat. This brings up a small black text window. Type the code in this window and press Enter.

Note that when your characters are engaged in combat, you can only bring up this text window when it's *their* turn. The window won't appear while your opponents are busy moving around.

TABLE B-1 Cheat Codes

CODE	EFFECT
some call me tim	Kills all combatants (only used in combat)
gotta have magic	Gives Aren all possible spells
why am i so dull	Gives party all possible skills
man does my leg hurt	Heals the party
supermarket for the rich	Gives access to a cache of great items
ask a glass of water	Teleports the party to the chapter's start location

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AND ENEMY
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- ◆ **Tactics for strengthening your characters and gaining experience points**
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JOE GRANT BELL is the author of *Command & Conquer: Red Alert™ Secrets and Solutions Unauthorized*, *MechWarrior® 2: The Official Strategy Guide*, *MechWarrior® 2 Expansion Pack Secrets and Solutions*, *Hexen: The Official Strategy Guide*, and *Frankenstein: Through the Eyes of the Monster* (all from Prima).



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